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Praise for
Grand Theft Auto San Andreas

"Five years ago Carl Johnson escaped from the pressures of life in Los Santos, San Andreas... a city tearing itself apart with gang trouble, drugs and corruption. Where film stars and millionaires do their best to avoid the dealers and gang-bangers. Now, it's the early 90s. Carl's got to go home. His mother has been murdered, his family has fallen apart and his childhood friends are all heading towards disaster. On his return to the neighborhood, a couple of corrupt cops frame him for homicide. CJ is forced on a journey that takes him across the entire state of San Andreas, to save his family and to take back control of the streets."

—The Rockstar Games Website

One-Way Game Plan

Outcome/Final Version Coming Soon

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Grand Theft Auto San Andreas

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Grand Theft Auto San Andreas

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The Story of Carl Johnson

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GRAND THEFT AUTO SERIES

Rockstar Games

Grand Theft Auto San Andreas

New York

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*To the memories of
my GTA San Andreas experience*

Grand Theft Auto San Andreas

Grand Theft Auto San Andreas



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San Andreas, 1992

Story of the First Draft

Chapter 1

Starting at Francis International Airport in Liberty City 1992, Carl Johnson loads his suitcase onto the baggage carousel at Francis International Airport in Liberty City, saying, “After five years on the east coast, it’s time to go home”. As Carl retrieves his suitcase at the Los Santos International Airport arrivals lounge, he receives a phone call from his estranged brother Sweet Johnson, who tells him that their mother has died. Carl catches a taxi and heads home. As Carl nears Grove Street, his Taxi is pulled over by a police car with three members of Community Resource Against Street Hoods (C.R.A.S.H.) - Frank Tenpenny, Eddie Pulaski and Jimmy Hernandez. Carl exits the taxi with his hands on his head and is confronted by the three Los Santos Police Department police officers. Tenpenny confiscates Carl's money, which he claims to be drug money. After that Tenpenny bundles Carl into the police car while Pulaski shoos off the taxi, with Carl's suitcase still in it. Tenpenny threatens Carl to frame him for the murder of LSPD officer Ralph Pendelbury (which was actually committed by Hernandez when he was forced to do so by Tenpenny and Pulaski). Tenpenny tells Carl that he will be watching him. The officers then throw Carl out of the car in Jefferson, a territory of Ballas. Carl slowly walks and enters the BMX parked nearby and makes his way back to Grove Street.

After arriving in Grove Street on a bicycle, he enters his childhood home and finds a photograph of his recently deceased mother, Beverly. He takes a chair and sits down, reminiscing on an occasion where his sister, Kendl threatened to tell Beverly about his antics. Big Smoke, an old friend of Carl's, enters the living room from the kitchen with a baseball bat and threatens to

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attack Carl, mistaking him for a burglar. Carl explains himself to Big Smoke and the two hug. Carl and Big Smoke talk briefly about Beverly's death, with Smoke promising to help find her killer. They leave the house and drive to the cemetery in Vinewood in Big Smoke's Perennial.

Carl and Big Smoke arrive at the cemetery in Vinewood. They are greeted by Carl's sister Kendl, while fellow gang member Ryder looks on. Carl expresses his sorrow towards his brother Sweet, but Sweet gets annoyed at Carl, stating that Carl ran away from her funeral just like their younger brother Brian's five years prior. Kendl goes to leave, saying that she's going to see her boyfriend, Cesar, who is a part of a rival gang. Sweet and Kendl argue, which leads to Kendl storming off while Sweet notifies Carl of the deaths of other former Grove Street members, Tony, Big Devil and Little Devil.

As Carl, Sweet, Smoke and Ryder are leaving the cemetery, some Ballas attempt a drive-by shooting, destroying Smoke's Perennial while doing so. The four Grove Street members steal four BMX bikes and try to evade the Ballas car. After riding their bikes through Los Santos, they stop in a car park under the freeway. Sweet splits up from Carl, Smoke and Ryder while being chased by the Ballas car. Carl follows Smoke and Ryder through the car park and onto the streets, where the Ballas car eventually catches up to them. The three Grove members escape back to Grove Street and are soon joined by Sweet.

After meeting up again, Sweet asks Carl when he's leaving again, to which Carl tells him that he's staying around this time. Smoke tells him to drop in whenever, while Ryder belittles Carl for his haircut and choice of clothing. Sweet, Smoke and Ryder leave while Carl heads back into the Johnson House and relaxes before he goes out again. The next work he can do to settle back in his home is to just walk nearby to Ryder's house and meet Ryder there.

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Carl drops by Ryder's house in Grove Street. Ryder does not seem that excited to see Carl back. Ryder explains that a local pizza store in Idlewood keeps painting over a Grove Street Families tag on the building, and he wants to "teach the owner a lesson". He asks Carl to come along, to which Carl agrees. The two get into Ryder's Picador and drive over to the barber shop. Carl asks if Old Reece still owns the shop, to which Ryder warns Carl not to get a haircut there, stating that Reece popped his membrane years ago. Despite Ryder's advice, Carl goes inside the barber shop and gets a new haircut, which is a normal beard below the mouth. Afterwards, Carl goes back outside and Ryder comments on his new haircut.

Ryder tells Carl to go over to the pizza place across the street and get them some food while he finishes smoking. After Carl orders the food, Ryder walks over to the counter with a gun and attempts to rob the premises. However, the clerk recognises Ryder, and frightens Ryder and Carl off with a shotgun. Carl and Ryder flee outside and get into Ryder's Picador. The clerk attempts to explode Ryder's truck with a shotgun. He shoots near the gas door which causes the hood to smoke and almost explode. Carl and Ryder drive back to Ryder's house in Grove Street.

After returning to Grove Street, Ryder tells Carl to go over and see Sweet at his house to talk to him about the graffiti all across the hood. Then, Carl goes to sleep at his house.

Carl arrives at Sweet's house after waking up, where Sweet and Big Smoke are playing basketball. Sweet questions if Carl is really back for good. Sweet hands Carl a can of spray paint and tells him to go spray over enemy tags. Carl leaves as Sweet and Big Smoke resume.

Sweet suddenly decides to go with Carl and the two drive over to Idlewood. Sweet shows Carl how to tag over an enemy gang tag and tells Carl to go spray over two more tags in nearby while he keeps the car running. Carl sprays over the two tags nearby and then gets back into

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Sweet's car. The Johnson Brothers drive over to East Los Santos, which is Ballas territory. They arrive there and Sweet tells Carl to go spray over some more tags. Carl is left alone and encounters two Ballas in an alleyway right near a tag, who act hostile towards Carl after they see him spray over their tag. Carl escapes them and jumps a fence into another nearby alleyway. Carl climbs onto a small building, where he sprays over one final tag.

Afterwards, Sweet rushes back and tells Carl to quickly get in. Carl runs over to Sweet and they drive back to Grove Street. Carl and Sweet reach Sweet's house, to which Sweet gives Carl some money before splitting up. Carl heads to Cluckin Bell to eat his lunch.

Ryder, Big Smoke, and Sweet are inside Sweet's house, talking about the crack cocaine epidemic in the city as CJ arrives. After an argument, Ryder and CJ decide to take care of business and deal with the crack dealers that supply the Grove Street gang members. They first go to visit B Dup and Big Bear in Ganton Courts, as CJ wants to recruit some of his old friends.

Upon arriving, B-Dup angrily tells the two to stay away, with Big Bear working as his crack slave. Carl attempts to convince him to return to Grove Street but fails miserably. Ryder and Carl both leave and spot a crack dealer nearby selling drugs to Grove Street gang members. They kill him, and Ryder discovers the whereabouts of the dealer's home.

The pair then drive to Crystal Gardens, entering the crack den in Idlewood and killing every Ballas gang member inside. After finishing off everybody, they head back to Ganton.

Carl wakes up and eats his breakfast. He plays a video game nearby and manages to get to level two. Then he checks out the Tattoo Parlor near the barber shop. He then arrives at Sweet's house to find Sweet, Smoke, and Ryder walking out. Smoke suggests getting something to eat. Carl, Sweet, Smoke and Ryder get into Sweet's car and drive to Cluckin' Bell. On the way,

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Carl asks how his mother was killed, to which Ryder replies that they were trying to kill Sweet and that people say they saw a green Sabre involved in the shooting. They go to the drive-thru and order their food, which sees Smoke order food made for seven people. After collecting the food, Ryder spots some Kilo Tray Ballas in a pink Voodoo, the same one that chased them a few days earlier, heading towards Grove Street.

The Ballas are chased by Carl, Sweet, Smoke and Ryder. Sweet and Ryder shoot at the Ballas car, while Smoke stuffs his face with food. The Ballas car is eventually destroyed, killing the Ballas inside. Afterwards, Carl drives Sweet, Smoke and Ryder back to Grove Street. Carl then drives Smoke back to his house in Idlewood. Along the way, Carl asks Smoke why he moved out of Grove Street. Smoke tells Carl that he received money from his aunt's will, but Grove Street will always be his home. When Carl and Smoke reach Smoke's house, Smoke gets out and heads inside. Then, Carl goes to the same pizza restaurant for dinner from Wednesday.

Carl arrives at Sweet's house, where Sweet, Smoke and Ryder are playing dominoes. Carl asks what type of guns Grove Street Families have at the moment. Ryder tells Carl about the police raiding Grove Street, leaving them with very little firepower. Carl asks what happened to Emmet. Smoke replies by saying that Emmet is a member of the Seville Boulevard Families, who are not so close with Grove Street anymore but still agrees to take Carl to see him. Carl and Smoke get into Smoke's car to drive to Emmet's in Willowfield.

On the way, Smoke tells Carl about Seville, Temple Drive Families, and Grove Street Families not getting along. Smoke then tells Carl that he is a leader and to remember him when he gets to the top. They arrive at Emmet's place, where they find him fiddling with a Desert Eagle, which accidentally misfired, spooking Emmet and thinking that someone was shooting at

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him. He sees Carl and Smoke but does not recognize him at first. Emmet mistakes Carl for Brian, his dead brother, but realizes his error and gives his condolences to Carl about his mother. Smoke tells Emmet that they want to get revenge on the people who did it, and in return, Emmet offers to give them some shooting practice.

Smoke demonstrates how to shoot glass bottles, as Carl does the same thing. Carl is also taught how to aim at a car's fuel tank for quick destruction, with Carl hitting the target, practicing the technique on a Tampa. Afterwards, Emmet praises Carl's accuracy, as Carl and Smoke leave. Carl then drives Smoke back to his house in Idlewood.

After dropping Smoke off, Carl gets a phone call from Sweet. Sweet tells Carl to go check out the Binco clothing store just up the road from Grove Street and get himself some Grove Street colors. Carl goes to the clothing store and buys some green clothing to wear, and then leaves. Then he visits the gym nearby. He checks out the equipment and the moves there.

Carl arrives at Sweet's doorstep where he overhears Ryder talking to Sweet, criticising Carl's driving skills, with Ryder oblivious to the fact Carl is standing behind him. Ryder tells Carl that he's always crashing cars, but Sweet convinces Ryder to agree to Carl driving, while he rides shotgun. Carl, Sweet, Ryder and Big Smoke get into Sweet's car and drive to Ballas territory around the Jefferson/Glen Park areas to perform a series of drive-by shootings. The gang arrive and pull over at the side of the road to discuss the plan, with Sweet telling Carl to continue driving and not stop the car at any time.

The gang end up shooting three sets of Ballas gang members, before killing a fourth and final set in Glen Park. At this point, they receive police attention. Carl drives over to the Pay 'n' Spray in Idlewood to lose them without having the cops catch the car, respraying, before taking

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the gang back to Grove Street. He then goes home and eats dinner. He watches TV for a few minutes before going to the kitchen followed by going to bed upstairs in his room.

Carl Johnson drops by his brother's house after he wakes up. Upon arrival, however, he realises that nobody is home. Carl walks out of the house and receives a phone call from Sweet. Sweet informs Carl that he has been ambushed by Seville Boulevard Families gang members while visiting his girlfriend in Playa del Seville, and that they have surrounded his girlfriend's flat. Carl arrives at Sweet's girlfriend's flat, where he discovers that they are being attacked by five gunmen, two of them are armed with Tec-9s and the other three are carrying 9mm pistols. Sweet is firing back with his own pistol, but his ammunition is depleting quickly, prompting Carl to resolve the situation by killing the gang members. After killing the gang members, Sweet phones Carl again and tells him to acquire a four-door vehicle to drive Sweet and his girlfriend home. Carl picks up both Sweet and his girlfriend, who are immediately chased by three Seville Boulevard Families gang cars. After fending off the pursuing gang members, Carl drives Sweet and his girlfriend back to Sweet's house, where Sweet pledges to end the "green on green" war. He goes to Cluckin Bell to eat his lunch and also to heal up after getting shot by the Seville Boulevard Families. After this, Carl is already healed and ready for the next mission.

Carl drops by Sweet's house, only to find Sweet and Kendl arguing because of Kendl's relationship with Cesar Vialpando, the leader of the Varrios Los Aztecas. After a while, Kendl leaves, and Sweet furiously orders CJ to go and watch over Kendl in case anything dangerous occurs because the territory is not taken over yet.

Carl goes to the Loco Low Co. garage in Willowfield. Once there, he is given a Savanna by a worker who says that he owed Sweet from way back. Carl modifies the car and then goes to

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the meet in Unity Station, where Kendl and Cesar are going to be. Upon arriving, he competes against a Varrios Los Aztecas gang member in a lowrider competition. After getting more points on bouncing his lowrider's hydraulics in time with the music, Carl wins the wager he made.

Kendl happily celebrates and hugs Carl, just as Cesar shows up and shakes hands. Carl tells Kendl he's there to make sure her boyfriend doesn't harm her, and when Kendl hugs Cesar he tries to separate them. An argument ensues and one of Cesar's friends attempts to start a fight with Carl. Cesar, however, manages to stop it. Things calm down, and Cesar explains that Carl has to accept that he treats Kendl well, and is her boyfriend. Carl sees that Cesar is indeed treating Kendl well, and agrees not to interfere. Cesar and Carl then introduce themselves to one another properly then head their separate ways. Carl heads back home and sleeps.

Carl wakes up at his house and bikes to the gym. He works out and goes to Binco to check out the clothes. When it is lunchtime, he goes to Cluckin Bell and then sees Ryder at his house. Carl walks into Ryder's backyard where he sees Ryder digging holes all across the lawn. Ryder tells Carl that he's looking for the 'water' he buried. Ryder then asks Carl to steal gun crates from a Vietnam War veteran named Colonel Fuhrberger. Carl and Ryder decide to wait until nightfall, so they can break into his house while he is asleep. When night arrives, Carl and Ryder get into a black Boxville parked outside Ryder's house. The two drive over to the war veteran's house and Carl goes inside while Ryder waits outside keeping guard. Carl sneaks through the house looking for gun crates, trying not to wake Colonel Fuhrberger.

After retrieving at least three crates of guns, Carl heads back outside. Carl gets back into Boxville and he and Ryder drive over to a lockup in Willowfield. On the way, Carl tells Ryder to give up the drugs, to which Ryder tells Carl that he will give up the 'water' if Carl gives up being

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a buster. Carl tells Ryder that he's gonna wish he didn't piss him off one day. Carl and Ryder drive into the lock up and unload the van. Afterwards, they walk out and Ryder tells Carl to get it in his head that this sort of stuff is 'everyday shit', before leaving. Carl takes a six-hour nap and relaxes at his house before returning to the normal sleep schedule.

Carl pays another visit to Ryder, who is making his own "water" (marijuana dipped in embalming fluid and then laced with PCP) after he couldn't find the stash he buried in his backyard. While Carl and Ryder are talking, Tenpenny and his accomplices walk into the kitchen to inform the pair that there will be an army munitions train passing through East Los Santos shortly, and that enemy gangs such as the Ballas and Vagos will attempt to rob the cargo on board the freight train as well.

The two immediately depart, arriving at the train only to find the Vagos have ambushed the train first and are attempting to offload munitions, while fighting the Grove Street Families. Once the Vagos are eliminated, the Ballas turn up and attempt to take the train. Not wanting to lose the munitions, Carl jumps onto the train. Ryder promptly jumps into the back of his Picador, who waits with a GSF member driving behind the train, with Carl throwing some Crates to him. After acquiring a sufficient amount of munitions crates, a three-star wanted level is attained. They go to the nearby Pay 'n' Spray in Idlewood to evade the police, and drive back to Ryder's home. Carl finds some lunch before working for Cesar.

Carl attains a lowrider car and drops by Cesar's house in El Corona. The two drive to the street race's starting point near the Commerce district and race against four other cars. Carl then traverses through the districts of the western part of Los Santos, before reaching the last checkpoint in Santa Maria Beach. He wins the race and then earns a monetary reward for his

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dinner. He eats his dinner somewhere before returning home. After dinner, he goes back to his house while rushing to sleep on time and goes to sleep barely on time.

Carl goes to see Ryder in his backyard, who is smoking. He asks Carl why he, himself, didn't finish high school. After Carl asks if it was because he dealt drugs since the age of ten, or if it was because he attacked a teacher for wearing Ballas colors, Ryder responds that it's because he is too intelligent. After asking Carl where they can attain guns, Ryder informs him that the army has all of the guns.

Carl and Ryder get inside of a Mule (delivered by LB), and drive to the National Guard Depot at the Ocean Docks. Once they arrive, they notice that the gate is closed. Carl climbs over the wall and shoots the switch to open the gate. Ryder drives the Mule to a weapon's warehouse, where Carl shoots the switch to open the door. Ryder stands guard as Carl collects six crates of weaponry inside and around the warehouse using a forklift. While collecting the crates, Ryder and Carl defend against the weekend soldiers. The weekend soldiers carry pistols since they work on weekends. Once six crates have been collected, Carl and Ryder escape from the National Guard, who pursue them in 2 Patriots. They then drive back to LB's lockup in Willowfield. After this, he grabs some lunch and later dinner then goes home to change and sleep.

Chapter 2

A new week has started. Carl starts going to church and relaxing on his weekend. He explores more of Los Santos. He works out his muscles and hangs around his districts.

Starting on Monday, Carl gets ready to work for Big Smoke. He enters Big Smoke's house with Sweet and Big Smoke greeting. Sweet and Smoke welcomes Carl and tells him that a friend named Jeffrey, also known as OG Loc, is being released from prison. OG Loc went to prison for joyriding and having many fines for illegal parking. Carl, Sweet, and Big Smoke all get in the car to pick up OG Loc from the police station headquarters at Pershing Square. Upon arrival, OG Loc arrives and is mocked by his friends for not going to college. He wants to see Freddy, who is a Vagos member. Carl drives his friends to East Los Santos where Freddy is. However, Freddy is escaping and being chased by Carl. He ends up in the basketball court where he hopes that the other Vagos members protect him from getting killed. However, a small shootout begins with all the Vagos members, including Freddy being killed. After the shootout, OG Loc knows he is hired at a Burger Shot in Marina. Carl drives OG Loc all the way to Burger Shot to drop him off and eat dinner. OG Loc wants Carl to meet at Burger Shot as a part of work.

The next morning, Carl Johnson (CJ) wakes up and gets ready for work on Tuesday. He goes back to Big Smoke's house in Idlewood for work. Upon arrival, the two CRASH officers leave while CJ meets Big Smoke. Big Smoke wants to meet his Vagos cousins located in East Los Santos. Carl and Big Smoke get in Big Smoke's car and drive to the meet. Just before arrival, Carl pulls up to the wrong side of the road and deals with the Vagos. Big Smoke hits and

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kills one member which scares the other member away from the scene. CJ chases the running member, also known as the running dog, and kills him down around the train tracks.

After killing the running dog, CJ walks to Cluckin Bell to grab some lunch there. Then he finds a Ballas car to steal and drives to Big Smoke's house. Just like the morning, the officers leave the house, and Big Smoke talks to CJ about killing more Vagos members. Big Smoke wants to kill more Vagos at the Unity Station waiting for a train ride to San Fierro where the secret drug factory is. CJ drives to Unity Station and finds out that the train is heading to Las Venturas first. Just before the train leaves, the four Vagos hop onto the train's roof and make their way to the locomotive. CJ and Big Smoke find a nearby Sanchez bike they can use to chase the train. They get on the bike and follow the train. CJ gets close to the locomotive while Big Smoke aims and shoots at the Vagos. The train crashes and explodes the car blocking the tracks near the gym. The bike continues to follow the train, but another train passes by on the right side while the bike veers right of the tracks heading north. The bike and the train enter the tunnel. After leaving the tunnel, there is another train incoming, so the bike retreats on the nearby dirt road, driving along the tracks. The bike eventually makes its way to the tracks again and finds that the train is about to cross Frederick Bridge. Big Smoke manages to attack the last Vagos member standing but fails to kill. The train starts to enter the bridge that leads to Las Venturas while Big Smoke is tired of chasing. Big Smoke exits the bike and says, "All we had to do was follow the damn train CJ!" Big Smoke then goes away and feels like the mission has failed.

The train gets away while CJ heads back to Well Stacked Pizza restaurant in Idlewood. CJ eats pizza for dinner and heads back home for the day thinking about losing the train. He also plans on trying again for a second chance and this time finding ways to complete the mission.

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CJ wakes up and gets ready to try again. He heads to Big Smoke's house again and does the same job as yesterday afternoon. He still heads to Unity Station, four more Vagos hop on the train, and the train heads to Las Venturas. The bike this time passes the train and finds a ramp between Idlewood and Ganton. It drives through the ramp and lands on the train. CJ and Big Smoke both shoot at the Vagos. With CJ being more accurate at shooting, all the Vagos are killed before leaving Los Santos. Big Smoke and CJ head back to Big Smoke's house. CJ continues to relax and celebrate killing all the Vagos while following the train before the day ends.

CJ heads to the meeting about the Russians. He and his friends head to the Atrium near downtown and meet the Russians. The Russians open fire with the SMGs and start the shootout. CJ and his friends shoot all the Russians and steal their SMGs for more guns and ammo. They try to escape by making their way to the bike outside the atrium. The Russians are still blocking the way, so the gang shoots them through in order to get to the bike. Big Smokes takes the bike while CJ shoots the Russians that are chasing. Some of the Russians block the roads leading to West Los Santos. The bike retreats to the Los Santos Storm Drain and continues to shoot the Russians that are chasing in their cars, bikes, and a truck. Before the bike arrives in East Los Santos, Big Smoke drives to the ramp of the truck while the scene explodes. Big Smoke and CJ loses all of the Russians located in East Los Santos.

CJ passes the morning job and makes his way to Cluckin Bell. He eats food at Cluckin Bell and sleeps early for the night job at the beach.

After sleeping, he wakes up and heads to Burger Shot. OG Loc wants the Sound Van, so CJ heads to Santa Maria Beach to do some dance moves to open the sound van. He steals the sound van and escapes the party making his way to the lockup in Downtown Los Santos.

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CJ later uses the gas station in Idlewood to fill up gas and use the car wash. He then heads to the pizza restaurant to eat dinner and then goes back home and sleeps.

The weekend comes, so CJ explores more of Los Santos including Downtown, The Market, Vinewood, the beaches, etc. On Sunday, he goes to the church at Jefferson.

On Monday, CJ heads to Burger Shot and finds out that the rap equipment is not enough for the business. OG Loc wants the rhymes stolen from Madd Dogg's mansion. CJ heads to the mansion and opens the door. He finds out that the mansion is patrolled by the guards, so he uses his sneaking method to steal the rhymes. On the way, he uses his knife to kill the guards quietly. Sometimes, there are dark spots in the mansion good for hiding spots for Carl to use. Whenever the guard tries passing, CJ gets in the dark spot and sneaks more. Later, he sneaks to the studio in order to steal the rhymes and also a silent pistol to use. CJ sneaks his way back outside with some use of the silent pistols to kill the guards without alerting the others. Once he gets out of the mansion, he rushes back to Burger Shot without being chased by the guards.

After stealing the rhymes, C.R.A.S.H. calls CJ to come over to Rusty Brown's Ring Donuts located in Market for tomorrow. CJ goes home and sleeps before coming over.

After waking up and getting ready, CJ goes to the Market district and heads to the donut shop. He meets officers Hernandez, Pulaski, and Tempanny. The officers treat CJ as a slave and seems hostile but tells CJ to kill the Vagos members at the building in East Los Santos. They leave the molotov cocktails for him to use located in the alleyway in Downtown. CJ gets the weapon and heads to the building where the Vagos are guarding. He kills the Vagos members with several weapons and burns down the building by throwing several molotov cocktails at the window. The main purpose for burning the building is to kill all the Vagos members in it, but it

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turns out that a girl has been trapped inside the building. CJ wants to rescue her, so he gets the fire extinguisher inside the burning building and puts out some fires while finding his way to the girl. Eventually, he meets the girl and is told to drive her to her house in south Ganton just south of Grove Street. After arriving at the girl's house, the girl introduces CJ as Denise Robinson and wants to be his girlfriend. CJ and Denise agree to be girlfriends and plans to hang out over the weekend. After dropping off, CJ leaves the house and eats his dinner at home. He plays his video game while waiting for the time to pass before changing clothes and going to bed.

Chapter 3

After Carl Johnson gets his girlfriend, he continues to work for Grove Street Families. He goes to Sweet's house and gets a call from Sweet about going to Ammu-Nation for strong weapons, taking over Glen Park from the Ballas, and killing Little Weasel. Carl heads to Ammu-Nation located in Downtown and buys strong weapons like machine guns and body armor to protect himself from attacks of the Ballas. After shopping, he recruits his gang members and heads to Glen Park in order to take over. He starts attacking a group of Ballas which starts the gang war. He and his small army attacks through three waves of Ballas before going to Little Weasel's house. They attack and kill Little Weasel just before leaving his home, and the park now belongs to Grove Street families. After winning, Carl leaves the park and takes a lunch break at Burger Shot.

After lunch, OG Loc has a job for Carl. He wants Alan Crawford to partner up with the rap business, but Crawford refuses. Crawford is about to be awarded tonight, so Loc finds a solution. He wants Crawford killed by setting up a trap at the awards at Cathey Theater. He sends Carl to steal a black car located at the convey. Carl heads to Vinewood and does what Loc says and sets up his bed in the car waiting for the awards to start. Once the awards start, CJ acts like a normal driver and follows the other two black cars. Once the cars arrive at the theater, the theater starts to give awards. Crawford and possibly his girlfriend get inside the car where CJ is. Crawford tells the driver to go to Madd Dogg's mansion, but CJ refuses and tells the passengers he is driving to a scenic route, also known as the bottom of the ocean. The passengers get freaked

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out and know that it is a trap. CJ continues to drive without stopping towards the Verona Beach Pier where he bails out of the car just before the car falls into the ocean. The passengers did not bail out and died as a result of staying in the car and drowning. CJ rushes back home and sleeps.

The next day, CJ heads to Burger Shot again and finds out that OG Loc is quitting the job as a janitor which leads him back to prison. Just before OG Loc goes to prison, he wants to have a party at his house. CJ goes to sleep early during the day and wakes up. He heads to the gym to workout and increase his muscles as well as his health. Later at night, he heads to OG Loc's house in Grove Street where OG Loc and Ryder is. During the party, rap music and dance plays. However, Sweet and other members of his gang warns that a Ballas invasion is coming. The house party is paused in order to defend the hood. Several Ballas members arrive at the hood from Grove Street itself, the bridge above, and the alleyway connecting to South Ganton and Willowfield. The Grove Street Families and the members of the house party together manage to kill off the Ballas invasion and eventually resume the house party.

After the house party, CJ wakes up and heads to the same donut shop where the officers send CJ to burn the Vagos building. The officers inform that there is a drug deal located in Ocean Docks between the Ballas and the Russians. However, the deal is extremely dangerous because of three reasons: The Russians and the Ballas are both enemies, many members of both gangs are carrying strong SMGs or MP5s, and CJ is almost unprepared for the incoming danger. CJ heads to Ocean Docks and recruits his gang members on the way to the shootout. He leads the shootout between his gang and the deal. He fights his way through the warehouse and eventually goes to the dealer. The dealer flees the scene by running past his Russian guards and heading towards his fast Banshee. After the fight, all of the gang members are dead except CJ. CJ is almost dead with

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all of his body armor killed. He chases the dealer and finds a PCJ 600 bike for him to use. He chases the Banshee with the bike and shoots until the Banshee explodes.

After the Banshee explodes, CJ heads back home and starts to plan for the weekend. His plans for the weekend is to spend time with his girlfriend Denise.

When Saturday comes, CJ eats his breakfast and dresses up as nice as he could. He waits for 6:00 in the morning by playing a video game. When 6:00 in the morning comes, CJ heads to the gym to try to learn his new moves. He tries to lose fats gained from eating and increase his muscles more. When it is almost lunch time, he walks down to Denise's house and starts to hang out. He and Denise walk to the Johnson garage where the two get in the car. They head to the Willowfield Cluckin Bell for their first date. After the first date, they head back to Denise's house. On the way, Ballas members can be found, so Denise uses her gun to perform a drive-by. As a result, the Ballas attacks the car and causes a flat tire. After dropping Denise off, CJ tries to get inside the house. Later, he repairs his car at the Pay n Spray located in Idlewood for \$100. He eats pizza for dinner and eventually comes back to the Johnson house to relax and sleep.

When Sunday comes, CJ gets ready to go out with Denise again. This is the first time that CJ and Denise goes to Church together at 9:00 in Jefferson. However, Jefferson is a Ballas territory, so there are Ballas members around. For lunch this time, CJ and Denise eat at East Los Santos Cluckin Bell instead of Willowfield. Things almost went the same as yesterday.

Monday to Thursday are the final days of CJ living in Los Santos. On Monday, CJ goes to the gym first to improve his muscles. He is informed that a Ballas funeral is happening because Little Weasel is killed after taking over Glen Park. All of the Ballas OGs and Kane is going to the funeral, and Grove Street Families want to ambush it. Sweet, Carl, and the recruited

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gang members all go to the funeral to ambush the funeral. They kill the Ballas participants at the funeral and head to the red Admiral. Kane is hiding in the car, so he gets out and tries to fight or flee. CJ eventually kills Kane and drives back to Grove Street to be done for the day.

After relaxing, it is Tuesday already. Carl heads to Ammu-Nation in Downtown to buy armor and use the shooting range to improve shooting skills. He uses the pistol for the shooting range before he goes to the clothing store to buy new clothes. He enters Sweet's house and sleeps while waiting for the scheduled meet to happen. The meeting happens tonight about reuniting all sets of the Grove Street Families. This means that the Seville Boulevard Families and the Temple Drive Families that used to be split up reunited with the Grove. This will make the gang strong, and the meeting is located at the Jefferson Motel. CJ, Sweet, Big Smoke, and Ryder all meet at the motel to drop off CJ and Sweet. Sweet finds himself trapped by the LSPD and the SWAT team. CJ tries to rescue Sweet trapped inside one of the rooms from the bottom by shooting through the floors with a group of cops and SWAT team blocking the way. CJ rescues Sweet inside the room and continues to make way to the roof to escape. The police try to prevent the meeting from happening, but all the sets are reunited. Eventually, CJ and Sweet make their way to the roof and get spotted by the police chopper.

Midnight comes and the helicopter is shooting. Carl shoots down the helicopter, and follows Sweet. Just as they reach the street, Big Smoke and Ryder come to pick them up. Ryder hands Carl an AK-47 as many police cars and bikes pursue them. Smoke drives around to escape, while Carl fends off the police and explodes many of their cars. After many of the cops are killed, the police bikers are done with eating donuts and drop both donuts on the street. They start chasing off Sweet's car. One of the bikers manages to jump on the car's back window, but

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CJ kills the biker off. Another biker jumps into the car's front window. The AK-47 eventually gets jammed and the car, after narrowly escaping a low-flying SAPD helicopter that kills the biker and the brakes, goes out of control and no longer works. As a result, the car accelerates and crashes through a billboard advertising Sprunk. The four bail out of the car as it plunges onto the freeway into a Xoomer fuel tanker truck, causing a massive explosion. Believing the quartet have been killed in the explosion, the police call off the search and the mission is completed.

After reuniting the families and escaping, CJ goes to Ammu-Nation to buy more armor and weapons to defend Grove Street Families and all of its sets against the enemy gangs such as the Ballas and the Vagos. For lunch, he eats at Cluckin Bell located in Willowfield. Then he sleeps during the day as he is tired from the night job. After napping, he eats his dinner and relaxes for a few hours before officially sleeping and waking up the next day.

CJ wakes up and enjoys his final day at Los Santos for now. He eats his breakfast, goes to the bathroom to wash hands, brush teeth, goes to the wardrobe to change clothes from bed to gang outfit, and leaves the house. He enters Sweet's house to start a meeting. The three feuding families of the Grove Street Families have come together due to Carl's efforts and Sweet decides to finally get back at the Ballas. Sweet also makes good with Carl and calls him his running dog. He then orders everyone to get heated, and meet him under the Mulholland Intersection.

Carl, however, is side-tracked on the way by a call from Cesar, who has some important news for him. At first, Carl explains he is too busy to meet but Cesar is insistent, so Carl heads to the meeting place under the freeway north of Verdant Bluffs to meet Cesar, who is inside a Bravura with tinted windows. The two look ahead, as some Ballas exit a garage, followed by Ryder and Big Smoke, and finally Officer Frank Tenpenny. Eddie Pulaski then reverses a car out

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of the garage, revealing the same green Sabre that was used in the drive-by in Grove Street to kill Carl's mother. Suddenly, Carl remembers Sweet and realizes that Sweet and the rest of the Grove Street Families are walking into a trap. But first, he orders Cesar to get Kendl to a safe place. Carl races over to the underside of the Mulholland Intersection to prevent Sweet and the homies from being killed and increases the chances of winning the battle and war.

Upon arriving, Carl sees a deadly shootout taking place. He also sees that Sweet has taken a hit. Out of loyalty, Carl stays to hold off the Ballas hordes. Numerous Ballas members will come and shoot at Carl and the rest of the gang. Carl holds them off until the police arrive, causing the remaining Ballas and GSF homies to flee. Refusing to leave his injured brother, Carl surrenders to the LSPD. Both brothers are arrested, with Sweet taken to a prison hospital upstate, and Carl taken to Angel Pine in Whetstone by Tenpenny and Pulaski.

Chapter 4

In Angel Pine, Carl has to stay away from Los Santos as the Ballas is now taking over all of the hoods in the city. Carl gets ready for the next job located in his new safehouse.

After the gunfight beneath the Mulholland Intersection that resulted in Sweet being injured and taken into police custody; Carl is kidnapped and taken outside of Los Santos to begin performing errands for C.R.A.S.H. The first of these tasks is a favor for Tenpenny, who tells Carl to kill an ex-police officer being held by the FBI under a witness protection program. The witness, who has compromising information about Tenpenny, is hiding in a remote cabin located on Mount Chiliad. Carl, disarmed by the police, and carrying only a camera, is forced to make his way up Mount Chiliad. He then flushes the witness out of the cabin, and chases him down Mount Chiliad as he attempts to flee in a Washington car. After Carl kills the witness, he photographs the evidence that he will no longer be talking, and delivers it to an Angel Pine trailer. The mission is done, where the next mission is starting soon.

After completing the mission in Angel Pine, Carl will receive two phone calls in the first succession. The first phone call is from Cesar, who suggests Carl to locate an unknown person who will protect him. The second is from Sweet, now held captive in a prison hospital while receiving treatment for his gunshot wounds. After the phone calls, Carl finds a hot dog stand and eats hot dog for lunch before going to Dillimore.

Catalina is inside The Welcome Pump in Dillimore and is threatening two men with a knife. Carl enters the room and explains to her that he is looking for a friend's cousin, who he

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discovers is Catalina. The two leave The Welcome Pump and Catalina explains to Carl that they are going to rob four locations across the county: a Gasso petrol station, an Inside Track betting shop, a liquor store, and a bank.

As the gas station is confronted, Catalina points a shotgun at the two men in the store (through a window) and demands that they hand over the takings. The employee responds that the store has bullet-proof glass. Catalina decides that she and Carl can just steal a nearby tanker and its trailer. They get in the tanker, and Catalina directs Carl to a person who would buy it. However, both the store employee and the cashier, Derek, give chase. Nevertheless, Catalina and Carl safely get to the RS Haul in Flint County. The person, Mr. Whittaker, receives the tanker, and pays Carl and Catalina. Catalina leaves on a Sanchez. Meanwhile, Carl is done with the afternoon and gets ready for the weekend and plans for it. Last, he rests.

Carl wakes up from a small house isolated in the San Andreas countryside. The house is located in Red County and is surrounded by rural farms and small towns. The weekend is the best time for Carl to explore the countryside and spend Saturday exploring Red County. On Sunday, Carl explores both Flint County and Whetstone. After the weekend is over, he prepares for work on Monday. The work starts in a motel where one of his known officers is. This is where he will start the next mission for the day and the week.

Carl enters a motel room and finds Frank Tenpenny taking drugs. Tenpenny then introduces The Truth to Carl, and vice versa, saying that Carl will pay for the weed Tenpenny will require Carl to deliver. The Truth learns a little more about Carl and says Carl gives off a "positive feeling". Afterward, he tells Carl that before he pays the weed, he must steal a combine harvester from a farm run by survivalists up in Flint County.

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Carl heads for The Farm. When he arrives, he makes his way to the back of the farm, all while avoiding or killing the Rifle and Shovel-wielding survivalists. He arrives at the combine harvester's location and steals it. Again, the survivalists continue to shoot, and even pursue him, but he safely makes his way back to The Truth's farm in Leafy Hollow. Once delivered, The Truth thanks him for his actions and says he'll call Carl when the weed is ready.

Later, Cesar calls Carl. He informs Carl of the situation back at Los Santos: His gang, the Varrios Los Aztecas, have been seriously weakened, and he, probably along with Kendl, has a price on their head. However, both of them are still safe. Carl instructs Cesar to get out of town with Kendl and rent a trailer in Angel Pine, and that he'll meet them later. This is the only mission of the day, so Carl spends the rest of the day eating dinner and shopping. He eats at Cluckin Bell and shops at the nearby Ammu-Nation for body armor in order to get more protection during fighting missions. Last, he goes to the Fern Ridge and rests.

Carl gets ready for the next morning and locates the trailer in Angel Pine. He drives to the trailer and then begins work by arriving there.

Carl enters the trailer, with Cesar and Kendl being there. They greet each other, with Cesar furious over the recent events in Los Santos. Cesar angrily expresses a desire to return to the city and put a stop to the drug dealing on his gang's turf, but Carl and Kendl dissuade him from doing so. When Carl tries to calm Cesar down, the latter reminds and explains to Carl that Big Smoke and the C.R.A.S.H. team is behind the drug dealing. Carl responds to Cesar with incredulity, arguing that Big Smoke would never get involved in drug dealing, and that the drug epidemic is the fault of the C.R.A.S.H. team. Both Kendl and Cesar try to convince Carl of Smoke's responsibility for the dealing and Balla/LSPD ambush of the Grove Street Families, but

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Carl is still unwilling to believe them. Deciding to monitor the highway from San Fierro to Los Santos for any suspicious activity, Carl leaves the trailer after telling the pair to lay low for a while. He takes a lunch break by going to Well Stacked Pizza Co. on the way to the liquor store to be robbed in the afternoon. The afternoon starts when he arrives at the store.

Catalina wanted Carl to return to her hideout to finish up robbing Red County. Carl heads up to her place to apologize for not treating her right and Catalina professes her love to Carl. This mission unlocks three out of a possible of four robbery missions given by Catalina, which are all but the one chosen after the first date.

Carl and Catalina arrive at P Hat Liquor in Blueberry, but some other robbers get there, and take the money from the store. Carl and Catalina give chase. After the chase, Carl returns to his safehouse in Fern Ridge. Last, he rests for the night.

Catalina shows her love to Carl by tying him up and torturing him. This type of way hurts the love more than real love and causes bad feelings.

Carl and Catalina arrive at the betting shop in Montgomery, having already decided to rob the shop at Catalina's hideout. The two enter the building with Catalina pointing a gun at the female cashier, threatening to kill her if she does not open the back door. The cashier, however, pushes the panic button and an alarm goes off, with Catalina shooting the cashier, who is protected by bullet-proof glass. Catalina, in anger, then kills two of the customers before telling Johnson to open the door and then the safe with satchel charges that she had obtained. After doing so, Carl collects the money from the safe and the two leave. They leave the shop and, after losing the police, return to Catalina's hideout in Fern Ridge where Catalina gives Carl his share of the money. After that, Carl eats pizza in the town of Blueberry.

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After lunch, Carl returns to the job. Catalina is in a bad mood and wants CJ to know that she doesn't love him anymore and wants to be just partners. The only choice and final choice to do with Catalina is to rob the bank in Palomino Creek.

Carl and Catalina are planning on robbing the Palomino Creek Bank. They get into a vehicle and head off to their destination. Once they arrive, Catalina gives Carl a Pump Shotgun, and tells him to make sure none of the employees put their hands down, as they will set the alarm off. Unfortunately, one of the employees manages to put their hands down and the alarm goes off (or alternatively Carl shoots one of them and sets the alarm off). This triggers a cutscene, showing two deputies leaving the doughnut shop, hopping into their Ranger, and driving to the bank, surrounding it with some other deputies that arrive on HPV-1000s.

With the police surrounding the building, Carl uses the shotgun to destroy the ATM machines and retrieves the money inside. Once the three machines are destroyed and the money is collected, Catalina breaks down the door, and Carl shoots through the police officers in the alleyway with her. At the end of the alleyway, two deputies confront the two on HPV-1000s, and Carl kills them. After this, he goes to the next objective.

The next objective is to follow Catalina on one of the bikes while two other deputies pursue her. After a long chase, Catalina is surrounded by the police. Carl picks her up and takes her home, then the mission is passed for the day.

After relaxing for the day and getting there, Carl is waiting for Cesar in the meeting place, who is apparently late for a race. Later on, Cesar arrives, who explains that he is late because didn't know when the race would start. Later, the organizer of the race, Wu Zi Mu (a.k.a. "Woozie"), arrives. He introduces himself to Carl, and tells him that the races here have high

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stakes, and they may reward the winner with cash or a pink slip. Later on, Carl hops on to his vehicle of choice, and goes to the starting point. This is where the race is going to begin.

Then, the race begins, with Carl and Woozie participating. They race through different parts of Red County, like in Blueberry and in Blueberry Acres. Then, Carl manages to get to the finish line in The Panopticon first, after Carl wins the race, Woozie congratulates him and makes an offer of partnership if he goes to San Fierro. Both disperse when they hear the police sirens. Then, Carl takes a break in the middle of the day.

Catalina arrives at the meet. She kisses her new lover, as Carl notices her. Catalina complains about what Carl is doing; racing instead of treating her well, after what she had done for him. Carl argues that it's Catalina's fault, saying it's 'just business'. However, Catalina actually meant that she had feelings for him. Carl contradicts that he raced for the both of them, trying to fix relations between the two. However, Catalina already has another lover, Claude. She then challenges Carl to a race, wanting to prove that Carl is jealous and a coward.

Carl and Catalina get in their respective vehicles as the race starts. Carl speedily traverses to different areas of Red County until he reaches the finish line near the town of Montgomery first. As Catalina and Claude reach the finish line, she complains that Carl had an advantage. After his victory, Carl asks what his reward is, thinking it would either be a pink slip or money. What she gives him, however, is a deed to a garage in San Fierro. They need Claude's vehicle, as they will go off to Liberty City, and after another light argument, Catalina and Claude leave. Finally, Carl takes a pizza dinner and then rests in Fern Ridge nearby.

After the completion of Farewell, My Love..., Catalina gives Carl a deed to an old Xoomer garage in Doherty, San Fierro. The Truth calls, stating that the weed is finally ready, and

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asks Carl to come see him. Carl meets the Truth at his farm, pays him for the weed, and prepares to leave in the Truth's Mothership when the two hear a police helicopter outside. The Truth panics, realizing that Tenpenny set them up and that they must destroy the weed; he takes two flamethrowers, gives one to Carl, and the two torch the farm. After the weed is destroyed, the Truth gives Carl a rocket launcher, which he uses to destroy the helicopter, since they cannot escape it. Carl and the Truth get into the Mothership and drive to the garage in Doherty with a Cluckin Bell lunch on the way. After arriving at the garage, they realize that it is derelict, much to Carl's frustration. Finally, the Friday mission is complete for the day and week.

After completing the last mission of the week, Carl settles down in a new safehouse in Doherty and makes a plan. He will spend the weekend exploring San Fierro, since he will be working there in order to find out what happened to his former friends and his enemies before he can be able to make home safer from enemies eventually.

Chapter 5

The weekend has come for Carl in San Fierro to explore. During the first morning, Carl prepares to explore San Fierro for the weekend, so he knows which places to go when he does some missions and jobs there. This is the city where he will be working for a while until something is found that causes enemy gangs to take over Los Santos and to take them back. Carl then heads out and walks around the block and then explores nearby places first.

After exploring the block of a construction site in the aftermath of a major earthquake, Carl then crosses the street and goes to a nearby Cranberry station, a station where Brown Streak Railroad stops there before serving all three cities and places in between in San Andreas. After exploring the station, Carl explores nearby places, including a car dealership and places close to a driving school nearby. Last, he returns to the garage and gets in his car to explore more.

First, Carl makes a stop at Cluckin Bell for lunch. Then, he explores downtown and the places around this. He explores almost every corner of the street and then spends the rest of the afternoon driving and exploring places near Gant Bridge. However, Gant Bridge is still closed to the public, even though the bridge is an iconic bridge for the city of San Fierro.

On Sunday, Carl gets ready to explore the rest of San Fierro. The only places he has not explored yesterday are both the south and the west sections of the city. First, he spends the morning exploring the south and the southwest a little bit. The south includes the driving school, the port, and the Easter Bay Airport, the main airport for San Fierro. There are also suburban offices in Foster Valley and a complex there. A golf course is also explored as well as the nearby

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Missionary Hill with a hill and a cable there. After exploring the southern section of San Fierro, Carl goes north and begins exploring the western portion of the city. This is where he spends the rest of the morning as well as the afternoon. He explores the first half of the western side called the southwest corner and then takes lunch by eating hot dogs and going to Burger Shot. After that, he goes into the northwest corner which includes a city hall, another complex that is important, a grocery store, and several more places until Carl reaches places near Gant Bridge. After that, Carl returns to the Doherty garage in order to rest and prepare for more work.

On Monday, Carl gets ready to start the working week. He is ready for work and begins right at his garage. That means he does not need to drive to work for a while.

Carl, Cesar, Kendl and The Truth enter the garage in San Fierro. Carl is furious that Claude gave him a run down, old Xoomer station (the Doherty Garage) instead of a pink slip when he won the race. It clearly isn't a garage, but Kendl is determined to make it into a garage. It would take a lot of hard work, but she manages to persuade Carl and they decide to give it a try. She also says if Carl is going to make that place into a garage, he'll need a few workmen. The Truth knows of a few acquaintances who can help turn the garage into a successful chop shop and has Carl drive to specific locations in the city to meet them; eventually, the duo succeed in convincing Dwaine, Jethro, and Zero to join the venture.

After recruiting Jethro at Easter Basin, Truth asks Carl to make a few seemingly random stops to monitor the activities of some mysterious vans. One of the stops he asks Carl to make is directly in front of San Fierro Medical Center, where The Truth admonishes the other passengers to "think about a yellow rubber duck" as a van emerges from the hospital's car park. Without explanation, The Truth urges Carl on to the next stop. Next, he asks Carl to visit Dwaine at his

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hot dog van. Then, he asks Carl to go to the San Fierro Police Station to see the van again. Lastly, he asks Carl to pick up Zero at his shop and then the four of them return to the Doherty Garage together. Carl then introduces the new members of staff to Cesar, and Kendl suggests about the property business. After the job, Carl is done for the day and takes a lunch break at Well Stacked Pizza restaurant in downtown before taking the day off.

After relaxing from yesterday, Tenpenny phones Carl in the morning, checking on him and how he's doing in San Fierro. Tenpenny then gives Carl a task to trouble a person who has been a nuisance to both him and Pulaski. Carl initially refuses, but once Tenpenny informs him that the person is a district attorney, he gladly does the task.

Carl goes to the Vank Hoff Hotel in the Financial district. Once there, he follows a valet to an underground parking lot, then he kills the valet in order to get his uniform, which is used as a disguise. Carl goes outside and waits for the D.A., who is arriving in a blue Merit. Once the D.A. has arrived in the valet space, Carl hops in the Merit and quickly drives to his garage, where he plants the drugs he bought from The Truth in the trunk of the Merit. He quickly returns to the underground parking lot without sustaining any damage whatsoever and goes to the valet space. Once there, Carl calls We Tip, saying that something highly suspicious is going on. Some SFPD policemen arrive shortly after, and search the DA and his car. They find the drugs in the car's trunk and arrest the district attorney. After the morning, Carl goes to Burger Shot for a lunch break while keeping the car in the valet lot before the afternoon.

After lunch, Carl is done and plans on resuming the afternoon section of work. He goes into the garage to check up on his new workforce, who are working on a Remington. Suddenly, an angry Kendl comes in and explains that construction workers from the construction site next

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to the garage have been harassing her. Cesar attempts to confront them, but Carl tells him he will sort it, claiming he has been "thinking about getting new land anyway".

Carl goes to the nearby construction site in Doherty to try and deter the building company from getting on the bad side of the Johnson family. He destroys six huts while workers are trying to stop him. After the huts have been destroyed, the foreman appears from inside a portable toilet, witnesses the destruction, and heads back into the toilet. Carl uses a bulldozer to push the foreman's toilet into a ditch, then uses a cement mixer to fill the ditch with cement, burying the foreman alive. Last, Carl goes to the garage nearby and rests.

Carl gets ready for the next job and waits for the call. Instead of driving or walking to work, the work starts with a phone call for instructions.

Carl receives a phone call from Cesar Vialpando. Cesar had been tracking a Ballas car, most likely travelling to San Fierro to acquire cocaine. Cesar wants Carl to come with him, so he makes his way to Cesar's location near Blueberry in Red County. The pair get in Cesar's Savanna and travel towards Angel Pine, where the car was last seen.

After entering Angel Pine, Carl and Cesar position themselves on a rooftop overlooking a Cluckin' Bell restaurant. Carl whips out a camera and plans to take photographs, believing this to be a secret meeting. Soon afterwards, a brown Picador pulls up. Carl's former ally Ryder, along with a Ballas member, step out of the vehicle. Another man arrives in a ZR-350. Cesar identifies him as T-Bone Mendez from the San Fierro Rifa. Shortly followed thereafter, is a mysterious man in a suit, arriving in a Washington car. Then finally, a fourth man arrives in a Broadway vehicle, joining the others. He is identified as a pimp by Carl, but neither Cesar or Carl recognise him. After taking photos of all four men, Cesar and Carl leave Angel Pine, stopping by a filling

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station. Cesar drops Carl off, saying he'll meet him back at San Fierro. During the middle of the day, Carl takes a lunch break at a 24/7 store just before completing the job. He drinks the Sprunk soda first before using the snack machine to buy snacks as his lunch.

In the afternoon, Woozie, Cesar and Guppy are in the back office at the garage where the photos Carl took previously are hanging on the wall. Guppy identifies them as the Loco Syndicate consisting of the boss (whose name he doesn't know), the muscle (T-Bone Mendez) and the middle-man (Jizzy B.). Carl decides the easiest method of infiltrating the syndicate is through Jizzy and is told he can be found in the Pleasure Domes. After the introduction of Jizzy, Carl stays in the garage and rests for the night until the next morning.

Carl gets ready at the garage and then this time has to drive to work. His work location is at the club near Gant Bridge. He goes to the club for work.

Upon arrival at the club, Carl convinces Jizzy to employ him. Jizzy then send him out to deal with a client who has already killed two of his girls. First, Carl takes the pimpmobile and drops off another of Jizzy's girls at a hotel in Downtown. He then kills a rival pimp working out of Hashbury. Jizzy then calls Carl on the car phone and tells him that another girl is being attacked and sends him to take care of it. Carl makes his way to the location in Foster Valley and kills the two men attacking the girl. Jizzy phones Carl again and tells him that the girl Carl dropped off at the start of the mission is trying to leave and that he wants her, her sugar daddy, and his protection killed. Once Carl has taken them out Jizzy calls a final time thanking him for his help and telling him that the car has just come up on an APB, resulting in 2 star wanted level.

With a two star wanted level, Carl goes to the nearest Pay N Spray to change colors to lose the cops. This takes him towards the end of the day.

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After the next morning begins, Carl spends Friday and Saturday doing similar activities. In the mornings, Carl is called that a courier is being transported between Los Santos and San Fierro in order to keep the drug trade going. This event happens once every Monday, Wednesday, Friday, and Saturday. On Monday and Friday, Carl has to take Big Smoke's cash while on Wednesday and Saturday Carl has to take down the Yay Courier.

After spending the morning stopping or slowing the drug trade, Carl is rewarded with some money and uses that for an Ammu-Nation visit in the middle of the day and Cluckin Bell dinner before returning to the garage and resting for the night.

Chapter 6

On Sunday, Carl continues to relax for the rest of the weekend. He does not have to worry about the scheduled drug trade. He then spends the day finding properties to purchase for tomorrow's job, and he purchases the Zero RC for Monday.

CJ drops by his newly acquired business, Zero RC, and finds Zero distraught, having discovered that his arch rival Berkley has returned to San Andreas. Whilst Zero tells CJ about his past with Berkley, a 'full-scale attack' is launched by Berkley, using RC Barons to attack the transmitters on Zero RC's rooftop. CJ and Zero head to the roof and Carl uses a Minigun to destroy the RC Barons, which Zero explains will allow him to launch a counterattack.

After the first mission for Zero, CJ eats his lunch at a downtown Cluckin Bell. After lunch, he steals a bike and goes to the gym. From there, he does several exercises in order to prevent him from being fat and to also make him strong. He even learns how to become a warrior and try learning the new moves from the gym. CJ then enters Burger Shot nearby and eats his dinner. Last, he organizes his Doherty garage before resting at night.

On Tuesday after being ready for work, CJ enters the shop, looking for Zero. Zero persistently tries to keep him away, stating that he is busy, and there is "top secret" stuff that he does not want CJ to see. CJ continues to search for Zero, and finds him hanging by his underwear in a closet. Zero explains that Berkley humiliated him, and he is in a lot of pain. CJ suggests that he take revenge, so he asks what kind of weapons Zero has. Zero says that he has a miniature plane, and CJ suggests using the plane to humiliate Berkley.

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Zero suggests that they destroy Berkley's fleet of delivery couriers. CJ then immediately controls the plane. He maneuvers it to different parts of San Fierro in order to destroy the delivery system before they make their deliveries. He kills five sets of Berkley's delivery personnel, all while watching the fuel of the plane, and controls the plane back to the roof of Zero's shop. Then, he goes to Xoomer gas station and buys a soda from there while getting gas for the car as well as a possible car wash. For dinner, CJ goes to Well Stacked Pizza restaurant near Pier 69 by the San Fierro Bay. Last, he returns to Doherty garage and rests.

On Wednesday, CJ gets a call from Cesar that the Yay Courier is on a bike with the drug trade, so he goes out of San Fierro and stops the Yay Courier by killing the courier. This is where CJ spends the morning on. In the middle of the day, CJ then drives back to San Fierro and parks at the parking lot across from Zero toy shop for the afternoon.

Zero and Berkley have planned a showdown, the loser of which must leave San Fierro for good. The battle takes place inside the RC Battle Ground. To win, Zero must navigate across the area and safely get his RC Bandit into Berkley's compound. However, Berkley has an RC Goblin dropping debris on the path leading to the compound, blocking Zero's route along the way. The player must use Zero's RC Goblin to remove any obstructions in Zero's way. He must also destroy any tanks that could be potential hazards to the RC Bandit. After negotiating the various obstacles planted in his path, Zero drives his Bandit into Berkley's compound, thus defeating Berkley and forcing him to leave San Fierro, completing the asset.

On Thursday, CJ goes to Jizzy for work. Jizzy argues with T-Bone Mendez about Jizzy's cut with the Loco Syndicate. CJ arrives and he is introduced to Mendez, but Mendez discovers that a shipment of drugs has been hijacked by bikers. After the morning mission is done, CJ

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spends the afternoon at the gym. His main goal for the afternoon is to become strong, so he can be prepared for the upcoming missions in order to fight against the Loco Syndicate. After the gym visit to increase the muscles, CJ returns to the garage to rest.

On Friday, Carl goes to work by going to T-Bone. T-Bone is convinced that the Loco Syndicate is being monitored. At that point, Mike Toreno calls T-Bone and explains that he is in danger and needs assistance. T-Bone informs Carl and Jizzy that the van containing the drug shipment has been stolen with Toreno still inside. Toreno informs T-Bone that his phone battery is running low, and he will provide directions until it runs out. Carl drives T-Bone to the locations given by Toreno, and finally locates the van at Easter Bay Airport. Guided by Toreno's now-working transponder, Carl and T-Bone locate the van and rescue Toreno from the Da Nang Boys. Toreno exits the van and, not knowing Carl, holds him at gunpoint, though stands down when T-Bone explains who he is. Toreno explains that the police will be searching for the van and they must destroy the van with the shipment inside, despite T-Bone's reluctance to do so. Carl destroys the van and drives Toreno and T-Bone away from the airport. After losing the police, Carl drives Toreno and T-Bone back to Jizzy's club.

For the weekend, Carl takes a break and examines the possible safehouses he can purchase there. This is because he dreams that he buys lots of safehouses for his own completion. This is one of the goals with the main goals for now is to complete the jobs in order to take back Los Santos, specifically Ganton. Other goals include vehicle missions, stadium missions, learning new skills, etc until Carl can take all gang territories with power. On every Sunday, Carl also goes to church near the ocean since he spotted the church during the first days in San Fierro. He also finds other jobs he can do like finding the best hidden snapshots.

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On Monday in the next week, Jizzy B. phones Carl and tells him, in a very suspiciously friendly tone, to get to a car in the Xoomer gas station at Easter Basin. T-Bone Mendez is waiting for Carl there while Carl is getting to work located at the station.

He makes his way to the car and sees that nobody is there. As he gets in, T-Bone appears from the backseat and threatens to kill Carl, since he suspects him of working for someone else, and has another true purpose. Carl says he's only working for money, which prompts T-Bone to move the gun away from his face. Mike Toreno suddenly appears and asks if they are done. Since they are, they make their way to a drug shipment nearby.

Carl collects a sniper rifle, as well as a rocket launcher, and hops on a Sanchez. He then destroys the roadblocks of Greenwoods created by the Da Nang Boys. After all the four roadblocks are removed, he guards the shipment safely back to the crack factory in Doherty. Once there, Carl tells a San Fierro Rifa gang member to get the van out of sight, as cops will come snooping around real soon. After the long mission, Carl steals another car, since his previous car may have been stolen. He also rests for work tomorrow.

Carl prepares for work and enters the garage nearby. He is greeted by Jethro. He says that some cops are looking for him in the office. Carl realizes that it is Frank Tenpenny and Eddie Pulaski. He is welcomed by them, and they ask him how things are going, and how his brother is doing. Later on, they order Carl to kill a young journalist, who is apparently investigating Pulaski. Pulaski also tells Carl to kill another journalist who is supposedly going to meet the young journalist at the end of Yacht Harbor in Santa Maria Beach, Los Santos.

Carl heads for and obtains a sniper rifle hidden by Tenpenny at the construction site behind the garage. After doing so, he heads to Cranberry Station, just across the street from the

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garage, where the reporter is waiting for a train to board. The reporter boards the train and Carl pursues it. The train stops at Market Station in Market, and the reporter alights. He then hails and boards a taxi and heads for the end of Yacht Harbor in Santa Maria Beach. Carl discreetly follows him. Once the reporter arrives at his destination, he meets the journalist, and starts talking to him. However, before they can finish their talk, Carl kills the two.

After the morning mission, Carl takes a lunch break and eats a hot dog at the Santa Maria pier. After lunch, he spends his entire afternoon heading back to San Fierro while taking bathroom breaks on the way like the gas station by Angel Pine. On the way back to San Fierro, he spots several cars speeding and suddenly changing lanes, causing a crash pileup. He avoids the pileup on the highway. There are little or no seen pileups in San Fierro. After a long road trip from Los Santos to San Fierro, Carl returns to the Doherty garage and rests.

Chapter 7

Carl prepares for the next job in the garage from the abandoned gas station. He then takes a short walk to the garage in order to start his work.

Carl goes to his garage in Doherty looking for material to make a silenced 9mm; shortly, Cesar arrives and gives Carl his own silencer. Woozie has left a message about a Loco Syndicate meeting with the Ballas, and Carl has to kill Jizzy B. and take his phone in order to find out about where this meeting will take place.

Carl drives over to The Pleasure Domes club at Battery Point and crashes Jizzy's party. After a brief argument, Jizzy attempts to escape with a bodyguard, setting the other guards on Carl; Carl manages to kill them all and makes his way outside the club. Outside, Jizzy attempts to escape, and Carl gives chase, eventually killing him and taking his phone. Carl calls Cesar and tells him to come to Pier 69, the location of the meeting, where they'll take down the Loco Syndicate to end the drug business that spreads in San Andreas.

After the morning job, Carl goes to driving school and takes several lessons such as the 360 and 180. He even does more lessons for the rest of the day. After the driving school day, Carl goes downtown for his dinner and rests at the Doherty garage.

Carl prepares for more work as an attempt to stop the Loco Syndicate. He begins his job in the morning where he is given more information.

After finding out of the next meet between Big Smoke's lieutenant Ryder and the Loco Syndicate through killing Jizzy B., Carl calls Cesar to inform him of this. After Carl and Cesar

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meet up on a rooftop across from Pier 69, Carl gets there and uses a sniper rifle to gun down the San Fierro Rifa taking the guard over the pier, so that Mountain Cloud Boys acting as the backup can move in. T-Bone shows up with some Rifa, as does Ryder with two Tahomas full of Ballas along with one riding shotgun in his Picador. The last to show up is Toreno who arrives by helicopter. Toreno sees the bodies on the rooftops and is alerted, so Carl and Cesar fight their way through Pier 69 until they confront T-Bone. The two gun him down, then Ryder attempts to escape by a boat, but Carl chases him down and kills him in revenge for betraying the Grove Street Families. From there, he sails down and takes a break.

After taking a break, Carl returns to work for the afternoon. Mike Toreno escaped death when Carl and Cesar Vialpando killed T-Bone Mendez and Ryder, but Wu Zi Mu tracked Toreno down to a Maverick helicopter at the SFPD headquarters.

Carl drives to Downtown and sees Toreno's men guarding the Maverick. Carl kills Toreno's guards and as he approaches the Maverick, it takes off with Toreno on board. Carl collects a Rocket Launcher and/or an AK-47. The Maverick flies off south with Carl in pursuit. Carl shoots the Maverick out of the sky and kills everyone on board.

After Toreno's last flight, Carl signs out of the job for the day and returns to Doherty garage by driving back there where he rests at night.

Carl prepares for the last day of work of the week and this time drives to Woozie's apartment where he works for the Mountain Cloud Boys.

Carl arrives at Woozie's apartment and is led upstairs by Guppy, a Triad, who informs Carl that Woozie is actually blind and blessed with unbelievable good fortune. Woozie "reintroduces" himself to Carl and says that he needs to meet a Triad who missed a meeting last

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time. Carl and Woozie drive over to the warehouse where the missing Triad is found. Upon arriving an usually locked gate is suddenly open and Woozie bumps into a dead Triad while the place is surrounded by flames. The door to a garage opens and the Triad inside informs Woozie about the Da Nang Boys having wiped out the Blood Feather Triads just as more of them arrive at the alleyway. Carl helps Woozie kill all the Da Nang Boys and after finishing everyone off, they escape in a Sentinel while two more Da Nang gang cars arrive and start attacking them. Woozie destroys both the cars and Carl drives him back to his apartment.

After the morning job, Carl takes the afternoon off in order to explore the aftermath of the Pier 69 battle. He explores Pier 69 for the whole afternoon. During sunset, he eats pizza nearby for dinner before going to the garage and resting for the night.

For the weekend, Carl is using some other cars he does not use in order to practice and study for the driving tests for the driving school he needs to complete for improved skills. He spends both the morning and afternoon driving around the city and finding important structures like ramps to complete stunts as well as drifting everywhere.

On Monday, Carl is ready to go back to work and work for Woozie. He drives to the apartment in Chinatown where he is given instructions.

Carl visits Woozie after helping him out in the last mission where he is introduced to Ran Fa Li, the leader of the Red Gecko Tong. He also informs him that the Da Nang Boys, a Vietnamese crime family, are preparing to move to the United States, which was most likely the reason for the attack on the Blood Feather Triad. After a disagreement regarding Carl's position in the organization, they agree to allow him to handle the task of retrieving a package left in a car at the airport. Carl is tasked to take it to a lockup in Esplanade North, but he has to avoid

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pursuing Da Nang Boys. After escaping into the lockup, Carl is rewarded with Woozie's car and keeps the car in the Doherty garage. He waits for 15:00 for school.

Between 15:00 and 18:00, Carl spends three hours doing driving lessons and tests, and he gets a bronze medal on hard lessons and gold ones on easy ones. After doing the driving lessons, he eats a Cluckin Bell dinner and steals a van before resting.

On Tuesday, Carl prepares for another mission for Wozzie. He goes to the apartment in Chinatown and is given instructions for the job.

Ran Fa Li has gone to Woozie's apartment in Chinatown, but now the Da Nang Boys are after him and he can't get back home. The Triads are planning a way to lure the Da Nang Boys out. Carl, meanwhile, offers himself to be a decoy to lure the Da Nang Boys so that Ran Fa Li can get out of Chinatown safely with no hazards.

Carl gets in a Rancher parked outside the apartment. He drives to the sawmills in Angel Pine. Upon arriving there, he sees a couple of Da Nang Boys. The gangsters chase Carl, thinking the vehicle contains Ran Fa Li. Carl traverses the heavily forested areas of Flint County and Whetstone. After a long ride, Carl stops at a gas station along the highway. Guppy calls and tells him that Woozie has taken Ran Fa Li into safety. The Da Nang Boys realize that the car is a decoy, and return to Chinatown when he passes the mission.

Carl eats a Cluckin Bell lunch and then spends the afternoon stealing a new car and keeping the decoy SUV that he got from a mission. After spending the afternoon stealing a car and collecting vehicles for his garage, he heats pizza for dinner.

After the next morning begins, Carl gets ready to return to Woozie's apartment. Just before getting there, he gets a call from Cesar that the Yay Courier is transporting drugs again. It

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is Wednesday, so Carl goes into the countryside and stops the Yay Courier. After that, he returns to San Fierro and into the apartment in Chinatown.

In the apartment, Carl is waiting for Woozie to come for instructions. While playing on the CJD 500, Woozie asks Carl if he can swim well, to which Carl replies negatively. He needs to practice swimming, so he does so for the rest of the week.

For the rest of the week, Carl goes swimming. In order to prepare for swimming, he purchases a safehouse down the Doherty garage, so he can sleep more comfortably instead of sleeping on the floor like before. He also practices swimming on both the ocean and the San Fierro Bay. After purchasing the safehouse down the road, Carl spends three days. He spends Thursday swimming on the west coast with a pizza lunch and Cluckin Bell dinner. On Friday, he gets Big Smoke's cash and spends the rest of the day on a road trip back to San Fierro. Finally on Saturday, he buys a swimming outfit and swims at the San Fierro Bay with a pizza lunch and a Burger Shot dinner. He spends Sunday just like a normal weekend. By the end of the week, Carl already has enough lung capacity for the next mission for Woozie.

Chapter 8

Lung capacity has improved enough for Carl to begin the swimming mission for Woozie.

On Monday, he goes to the apartment for more work.

Carl meets Wu Zi Mu at his apartment in Chinatown. Woozie explains that he plans to plant a bug on a Da Nang Boys-owned ship in San Fierro Bay. Woozie asks Carl to do this, but Carl is reluctant to do so because of an experience he had (getting a condom stuck to his face) whilst swimming as a child. Woozie later admits to Carl that he cannot do it because he is blind. Carl, sympathizing with Woozie, has a change of heart and agrees to the task.

Carl makes his way to Esplanade North, near Pier 69. Once there, he dives to the water. He first navigates through a rock formation. Afterward, he sees and avoids the Da Nang Boys patrolling the ship and the sea in the Tropics. He also avoids the search lights planted on the tanker. As he arrives at the freighter, he quietly makes his way to the back of the ship, either by avoiding the guards' attention or by killing them. He eventually arrives at the back of the ship, and plants the bug. After planting the bug, Carl leaves the ship quietly and swims back to the dock on Esplanade North where he completes the mission for the day.

After the first swimming job, Carl goes to a nearby Well Stacked Pizza restaurant and eats dinner there. He then spends the rest of the time staring at Pier 69. Finally, he comes to his garage and walks to the safehouse near the driving school for resting.

After waking up, Carl is preparing for the next job and walks north to the garage. He gets his car from there and drives to the apartment in Chinatown. Before going inside the apartment,

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Carl goes to Ammu-Nation to buy the last guns to kill all of the Da Nang Boys during the job. After testing the shooting skills, he goes back to the apartment.

Carl bumps into Woozie just as he is about to leave his apartment. Suddenly, Little Lion, a Triad gang member, calls Woozie and informs him of the Da Nang Boys having arrived on a freighter ship on the San Fierro Bay and have brought along some Vietnamese refugees and locked them in a container. The instructions are done.

Carl rushes to the apartment's roof and meets Little Lion who is about to fly towards the ship with his Maverick. Carl enters the helicopter and the two fly over to the ship in the middle of the bay. Carl, prepared for the attack, starts killing every Da Nang Boy he spots with a minigun and after a brief moment, one of the Da Nang Boys manages to shoot down the helicopter with a rocket launcher. Little Lion is killed while CJ survives the attack, but loses all his weapons, and some of his health, leaving him with only a knife.

Carl boards the ship and kills several Da Nang Boys, continuing his way around until he finds the prisoners and frees them. One of the refugees tells him where The Snakehead, the Da Nang Boys' leader, is located. Carl makes his way to the Snakehead, killing all enemies in the way. During the fight, Carl kills the Snakehead and then meets up with the Refugees. They lower some dinghies into the water and escape after gratefully thanking Carl for everything he did, leaving Carl alone on a dingy. This is the last mission of the day.

After doing the Da Nang Thang, Carl returns to his temporary home near the driving school and relaxes. Later, he goes to sleep for the night.

After Carl wakes up the next morning, he exits his safehouse, dressed in the outdoor outfit and walks to the garage to begin the big job of the day.

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Cesar arrives at the garage and congratulates Carl for taking down the Loco Syndicate, but Carl is upset about the fact that he had to kill his childhood friend, Ryder. Cesar, however, reveals that Ryder previously attempted to have sex with Kendl. Woozie arrives and explains that the Loco Syndicate is now finished and the only thing left to do is to destroy the crack factory in Doherty. One of Woozie's guys has set a wired car for the job. Carl then goes to the garage in Downtown and picks up the wired Tampa, which he drives to the factory. The gate is closed and there are two guards that are killed by Carl, which prompts the alarm to go off and the gate to open, while more henchmen surround the factory in order to stop him. Carl gets inside the factory and parks near the chemical containers. He activates the bomb and escapes in time, the resulting blast destroying the factory and leaving a pile of rubble instead. The gate being closed, Carl manages to take a Voodoo and perform a stunt jump over some containers, which takes him outside the factory. Carl returns to the garage, ending the Syndicate's operations in San Fierro.

After ending the Loco Syndicate, Carl returns to driving school to do some lessons and take the test where he passes many of the lessons. After the lessons, he walks to his safehouse across the street where he sleeps for the night.

Carl wakes up the next day and plans on working once again. He has to cross the bridge to get to work located at the Tierra Robada Ranch.

Carl is welcomed by a mysterious voice, who apparently knows a thing or two about his family. The voice says that Carl needs to impress him and let him see what Carl is made of. He instructs Carl to take a monster truck out for a drive.

Carl talks to this person who instructs him what to specifically do. He also tells Carl about the monster truck, and how to handle it.

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After that small talk, Carl traverses Tierra Robada in the monster truck, passing through all thirty-five markers and returning back to the ranch in less than six and a half minutes. Carl is then rewarded with money depending on his time and position.

After driving the monster truck, Carl returns to driving school to finish up the lessons. This is where he spends the afternoon of Thursday and the whole day on Friday. He completes almost all of the lessons by the end of Friday. The only lesson and test he has not completed yet is the city slicking which involves driving a sports car out of school.

In order to practice for the final driving lesson and test, Carl spends the weekend stealing or taking a sports car and driving around San Fierro. By the end of the weekend, he is already ready for the final lesson of the driving school for Monday.

On Monday, Carl wakes up and has to go to work. He really wishes he could finish driving school first thing in the morning, but he has no choice but to go to the ranch. He goes to the ranch and finds out who the unknown voice is there.

Mike Toreno (who, as it turns out, was never in the helicopter Carl blew up) appears, and explains to Carl who he is and what he is here for. He needs Carl to do jobs which he cannot be caught doing. The first one is to commandeer a truck. He says it is a two-man job, and Carl would need someone to help him out, so he has Cesar come over.

After a small talk, Carl and Cesar hop on a bike and head for a tanker on its way to San Fierro, just across the Garver Bridge. While heading there, Carl tells Cesar the plan, which makes Cesar a bit nervous, as Toreno (or his henchman) did not mention that on the phone.

Once they have reached the tanker, Carl steers the motorbike, matching the truck's speed, while Cesar is preparing to hop on it. He eventually hops on board and jacks the vehicle. Carl

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then hops on board, and takes the truck back to the garage in Doherty. From there, all of the vehicles Cesar wants is kept in the garage, and the main San Fierro missions are complete. The only sections that need to be completed are both the driving school and the asset related to the driving school in which can only be purchased with enough driving skills.

Carl finally returns to driving school to finish the final lesson and test. He is ready for city slicking. During the test, he drives the Super GT car to the north end of downtown San Fierro and returns to the driving school quickly, passing the test and overall the whole driving school. Since the driving school is done, Carl can purchase another asset.

Before purchasing the asset, Carl checks the asset out. The asset is the car dealership located across the Doherty garage. Carl purchases the asset and then walks back to the safehouse. Last, he goes inside and sleeps at the beginning of the night.

Chapter 9

With the car dealership asset purchased, Carl is ready for the first mission there.

On Tuesday, he begins the first mission at the Doherty garage.

Cesar, Carl, Dwaine, and Jethro are playing cards, until Kendl comes in and reprimands them. She tells them that they should be doing what they are supposed to do; make the garage a successful business. A little later, Zero shouts out that he has developed a tracking device which notes the location of a desired vehicle based on cell phone calls made by the driver.

Carl and Zero go out of the garage. Carl gets inside a vehicle, and then Zero explains how the device works. After Zero is done, Carl immediately follows the desired vehicle. Once close enough, he clasps the end of the desired vehicle, performing a PIT maneuver, forcing the driver of the vehicle to get out. Carl then gets in the vehicle and takes it back to the garage.

In the afternoon, Cesar meets Carl at the Doherty Garage and informs him that he has located two more cars on the wishlist for the Wang Cars showroom. He suggests that he and Carl go to an automobile showroom across town.

Carl and Cesar drive to Otto's Autos in Downtown. On the way, Cesar and Carl discuss San Fierro, with Cesar saying that both he and Kendl enjoy the ambiance of the city. Cesar also asks Carl about The Truth, with Carl explaining that although he can be a little strange, there may be some truth in some of the things he says.

The duo eventually arrive at Otto's Autos and head to the second floor, where they are greeted by a dealer. Carl orders him to leave, whilst he and Cesar steal a Sultan and an Elegy and

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drive them out of the window onto the street. Carl follows Cesar throughout the city, all while being chased by the police. After a lengthy drive, the duo manages to evade the police and take the vehicles back to the garage in Doherty.

By the end of the day, Carl finds and gets body armor located at a factory near the airport. At the beginning of the night, he sleeps at his safehouse.

After Carl wakes up, he has done half of the asset missions. He has to do a few more and goes to Cesar to begin another job for the asset.

Cesar is told that another car on their wish list, a Jester, is being loaded onto a container at a ship down at the docks at Easter Basin; his contact has marked the container. Both Carl and Cesar head for the docks to go see it.

Once there, however, Carl learns that there are three freight containers on the ship, and all of them are unmarked. Using the dock crane, Carl lifts the containers down to the dock while Cesar cracks open each of them until they find the desired car (the other two containers contain a Club and a Perennial). Once the car has been found, security appears. Carl kills three waves of security, and takes Cesar and the car back to the garage.

After the car is back to the garage, Carl takes a break at the garage and waits for the next job to begin. The next job begins in the afternoon. Just like the morning job, the afternoon job begins at the garage where the break has been taken.

Dwaine, Jethro, and Carl are all being idle, until Cesar comes into the garage in a Remington. Cesar is angry, having found yet another car on the wishlist but the vehicle is too fast and the driver is too quick. Carl then comes up with an idea to use stinger traps in order to stop the vehicle and have a chance to obtain it, as its tires will be punctured.

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Carl gets in a Tampa modded with three stinger traps and follows the driver in the desired vehicle, who is working her way towards Whetstone. Carl eventually releases a stinger to pop the tires of the vehicle, which also results in the driver fleeing. Cesar phones him, checking on how it's going. Carl says he already got the vehicle, and says that he'll fix the tires. The vehicle is then delivered by Carl after fixing the tires.

After completing the two missions of the day, Carl completes the asset and is now ready to do the imports and exports at any time he wants. He plans on doing the imports and exports after the main jobs are complete or when Los Santos becomes safe again. He is also done with all of the San Fierro missions of both the main missions and all of the asset missions. The next jobs are going to take place in the desert and in other places. Carl then eats dinner at Cluckin Bell and then returns to the safehouse for the last time before leaving San Fierro.

Chapter 10

Tierra Robada and Bone County are the locations where Carl will be working for a while in which he will be staying probably for the rest of the week and into next week.

After Carl spends his last day in San Fierro after being done with the missions there, he moves to the ranch in Tierra Robada, and that is the location where the job will start.

Toreno states that he needs a favor, but first, Carl asks about his brother. Toreno explains that he is in a prison upstate, and is all right. Toreno then reveals that Frank Tenpenny and Eddie Pulaski killed Ralph Pendelbury after he threatened to expose their corruption. He then goes on to explain the favor of precious cargo that needs collecting. Carl heads to Las Brujas, near El Castillo del Diablo. Once there, Toreno contacts him through a speaker, and instructs him on what to do. Carl then acquires a rocket launcher and chooses a vehicle (a Bandito, a Quad, or a Sanchez), which he uses to ascend Arco del Oeste. Once atop Arco del Oeste, Carl lights a flare to signal the contraband helicopter. The helicopter heads for Arco del Oeste, but is ambushed by enemy choppers. Carl uses the rocket launcher to shoot down the enemy helicopters, protecting the contraband chopper and the package. Afterwards, the contraband helicopter drops the package north of Verdant Meadows, near the Abandoned Dock. Carl picks it up, and heads for a garage in Las Brujas. He goes to a Cluckin Bell nearby to eat dinner. Finally, he goes to the ranch and waits for the night to begin. Eventually, he sleeps there.

After waking up, Carl is ready for work as he does not need to travel far to go to work. Instead, he goes to Toreno and begins the work from there.

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Toreno tells Carl that he used Sweet as an excuse to get Carl to do jobs for him. They aren't releasing Sweet yet, but they are looking after him. Toreno says he needs Sweet alive just as much as Carl does, but work needs to be done before that happens.

After the last mission, Interdiction, a price was put on Carl's head. Toreno tells Carl that he needs him to start doing some real wet work, and orders him to purchase Verdant Meadows Airfield, an abandoned airstrip outside Las Venturas.

After purchasing the Verdant Meadows Airfield, Toreno informs Carl that he is going to be taking flying lessons. Carl initially refuses, but once Toreno claims that this will help secure his brother's release from prison, Carl relents and agrees to the task. Toreno explains that he has set up a television screen showing the ten lessons Carl will be completing. After completing all ten missions successfully, Carl receives his pilot's licence.

For most of the afternoon, Carl is enrolled into flying lessons that teaches him how to fly. He completes the majority of the lessons by the end of the day. However, Carl does not complete all ten lessons and has to do a few more on Monday.

For the weekend, Carl practices flying and takes some time to explore the desert. This is the second weekend for him when the access to the desert is open, but Carl spent the first weekend practicing for the driving school. However, this weekend is spent when Carl finally explores the desert, making future desert missions easier to navigate.

After the weekend is over, Carl begins his day from the ranch and has to drive to the airstrip. He does so and then finishes the flying lessons.

Carl arrives at the airstrip. While he is for Toreno, Toreno sneaks up behind Carl and grabs him in a chokehold. After Toreno lets Carl go and tells him to "wake up and smell the

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coffee", he explains that his agents are in trouble and they need some equipment delivered to them; the agents need the package by nightfall otherwise they will all be dead. Carl, after a little reluctance and confusion regarding the situation, proceeds to the task.

Carl gets in a Rustler with the package attached to the fuselage. Carl takes off, with Toreno reminding Carl to stay under the radar so that he will not be detected. Carl flies across the state to Angel Pine. He releases the contraband at a drop-off point and makes his way back to Verdant Meadows, again while flying below the radar. Carl arrives at the airstrip, with Toreno congratulating him for a job well done.

In the airstrip, Carl comes inside the small building on the airstrip and takes a break there, preparing for the afternoon job and waiting for the start.

Carl is in the middle of the airstrip waiting for Toreno, when government agents arrive in trucks and a cargo plane. Feeling exposed, he hides behind some crates. A little later, Toreno sneaks up to him, saying that the people who arrived are from a rival agency. Toreno, having permission from his apparent boss, wants Carl to kill the agents by bombing the cargo plane. Carl, though reluctant at first, accepts and is ready to go.

Carl is hopping on a bike, and is quickly making his way inside the plane (which is taking off), dodging bullets from the agents and the barrels falling from the plane. The plane eventually takes flight. Once on board, he makes his way to the front of the plane, killing several agents on the way. He places a satchel charge, and then, using a parachute he gets from an agent on board, he jumps out of the plane, free fallin down to earth as the aircraft disintegrates in mid-air, completing the mission for the day. Eventually, Carl lands back on the airstrip and rushes to go to bed as night time is beginning very shortly.

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Carl wakes up the next day and gets ready for the next mission. However, Toreno is absent and becomes no longer the boss for a while, which means there must be a new boss. Carl attempts to go to work, but no one is present except for a note that the job begins at night. While waiting for the night job, Carl goes to Ammu-Nation in a very small town west of Las Venturas. He buys more weapons to prepare for the job at night. For the first time, he goes to Las Venturas and locates the airport, so he can steal a shamel plane. The shamel is a small passenger airplane that is designed for shorter and minor flights. The airports allow anyone with a pilot license to enter, so Carl enters the airport legally and then steals the plane. He lands the plane at the Verdant Meadows airstrip and taxis the plane into the hangar nearby across from the building.

After storing the plane in the garage, Carl goes inside the building with lunch and sleeps for most of the afternoon to prepare for the night mission.

Carl wakes up during sunset and prepares for the first night mission in the desert. He arrives at the airfield and is welcomed by The Truth, exercising on the top of an aircraft wreck. Truth then berates Carl for having agreed to work for a government agent. He then tells Carl about a secret military research area, where he believes a "black project" is being developed. Truth drops Carl off at the boundaries of the base before leaving the area.

Carl must sneak into the underground area, by using the control tower to open the blast doors and get inside. However, the area is well protected with several soldiers patrolling the area, as well as spotlights. If Carl is spotted by a spotlight, the blast doors will be isolated from the main system, which forces Carl to use a vent to get inside.

Once inside, the alarm goes off, and Carl is forced to kill every soldier on his way to the project. Upon arriving in a lab, a scientist gives Carl his keycard, which he uses to gain access to

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the launch bay, where the project, which turns out to be a Jetpack, is lying at the bottom. Carl steals it and flies towards Arco del Oeste, where Truth is waiting in his van. Truth takes it, then leaves the area, while Carl complains about Truth refusing to drive him back to the airfield. After the night mission, Carl eats Cluckin Bell for lunch and makes a decision to either sleep two times a day or explore. After the decision, he is caught up from sleep.

Carl is on the airstrip, waking up, and getting ready for normal work. He is sitting on a crate, looking and waiting for The Truth. Suddenly The Truth, who is riding the Jetpack acquired from Black Project, comes out of nowhere and heads straight for Carl, who manages to avoid him. He later says he can't fly the Jetpack, so Carl should fly it. He should head for a train heavily protected by guards, kill the guards, and get the "stuff". Carl asks what stuff Truth wants him to steal, but Truth states that he does not know yet. Carl, being confused and a little angry, asks Truth why he does not know yet, but he merely replies by saying that Carl will be stealing the answer, and to get "whatever they least want us to get."

Carl heads for the train, which is coming from Prickle Pine. He kills the guards protecting the train, then he shoots at three blue crates, with one crate revealing the package needed for The Truth. He collects the jar of green goo and takes it back to The Truth, who is waiting at the airstrip. Carl gives it to The Truth, who calls the green goo "everything". Carl asks one more time what it is, but is too late, as Truth drives off in the Mothership.

For the rest of the day, Carl drives to Las Venturas and drives down the strip there. He checks in at the Four Dragons Hotel and Casino.

Chapter 11

Las Venturas is the city with the location of a strip of hotels and casinos. It is also the city where Carl will be working for Woozie for a while on his adventures.

Carl pays a visit to Woozie, after inviting him to this new place. Woozie explains to him the problems he's having about the casino business. Apparently, either one of the three mafia families in the city - the Leone Family, the Forelli Family and the Sindacco Family - are causing the trouble for him, and would do anything to keep them away. Woozie then offers a deal to Carl; in exchange for some help with the casino business, Woozie would offer Carl a share of the casino. Carl gladly agrees and waits for further instructions.

A little later, a Triad comes in, saying that some thugs have been interrupting things, and that one of the thugs was caught. Woozie orders him to get rid of the thug, but Carl has a better idea. He orders the Triad to tie him up on the windscreen of a Feltzer, and he would deal with this a little later which involves scaring the thug.

Soon enough, Carl goes to the garage and finds the thug already tied up to the windscreen of the car. Carl leaves the garage and drives frantically around town in order to scare the thug into revealing which family he belongs to. The thug eventually reveals that he is from the Sindacco Family, and Carl says that's all he wanted to hear, leaving the thug horrified at having spilled the beans to Carl as to who is giving the Triads so much trouble.

After completing the first mission in Las Venturas, Carl goes to eat Cluckin Bell and then explore the Four Dragons casino for the rest of the day.

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For the weekend, Carl spends all the time exploring the strip from south to north. First, he starts off with the Four Dragons Hotel and Casino and makes his way up the strip, stopping by The Clown's Pocket at the end of the week. On Sunday, Carl mostly explores the Old Venturas Strip and ends up getting to the top of The Emerald, the tallest building in Las Venturas. At the end of the weekend, he goes back to Four Dragons for Monday work.

Carl wakes up the next day and goes downstairs quickly to check the casino out. After that, he goes back to Woozie for more work to do.

Carl has just frightened Johnny Sindacco into revealing that the Sindacco Family has been responsible for the vandalism at Woozie's new casino venture. Armed with this information, Carl is poised to push the Mafia families out of Las Venturas, and begins to systematically dismantle their presence. Woozie next asks Carl to acquire a stash of dynamite being used at the nearby Hunter Quarry. Carl goes to the Quarry and finds the foremen preparing to detonate the dynamite. Carl collects the dynamite and escapes from the quarry, while avoiding security. Carl then gives the explosives to Guppy, who is waiting outside the quarry. Guppy drives off with the explosives and the mission is completed for the rest of the day.

Carl then takes Monday afternoon off by exploring northeast Las Venturas from the quarry. He even spends the evening shopping and eating meals at the mall there as well as checking out the V-Rock Hotel nearby. Last, he returns to Four Dragons and rests.

On Tuesday, Carl is getting ready for the third mission and goes to Woozie's office in order to find work. From there, Woozie and Carl begin playing.

Woozie and Carl are inside Woozie's office playing blackjack when Guppy comes into the office, presenting two casino chips to Woozie. Woozie realizes that one of the chips is fake,

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and apparently, the Sindacco Family is to blame. Infuriated, Woozie wants to blow up a plastics factory where the chips were made. Carl tells Woozie to chill and wants to go himself.

Carl makes his way to the factory in Whitewood Estates. Once there, he realizes that the front entrance is guarded, so he makes his way to the other entrance. Carl can choose to sneak behind some shipping containers to approach the factory, or rush in head-on, being spotted by some Mafia members in an Admiral. Once inside, the boss of the factory tells the thugs to shoot Carl and protect the chip-making machines. However, Carl kills the thugs, and destroys the machines. He then makes his way back to the casino. Guppy asks him how it goes, and Carl says the counterfeit chips have all been taken care of.

After the only mission of the day, Carl spends the afternoon eating a combined meal and buying body armor at a nearby Ammu-Nation. Last, he drives back to Four Dragons Hotel and Casino where he gets in the hotel room and sleeps.

In the morning, Carl receives an unexpected phone call from The Truth. Apparently, he, a band and their manager went on a "peyote safari" in the desert last night. He tells Carl that he's in Los Santos, not knowing how he got there, and he doesn't know what happened to the other people. So, he asks Carl to travel to Arco del Oeste and make sure they're still alive.

Carl grabs a vehicle and heads out to Bone County. Once atop Arco del Oeste, he starts looking for the band, and finds their frontman and manager. Maccer explains that they passed out from drug use, while Carl offers them a ride to town. Kent Paul tells Carl to take them to Caligula's Palace in Las Venturas where his friend, Ken Rosenberg, is working.

Carl, Maccer and Paul get into Carl's vehicle and begin to drive back to Las Venturas. Carl and Paul ask where the other members of the band are, to which Maccer explains that he

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remembers "snakes", so Carl drives them to the Snake Farm west of Verdant Meadows. Once there, a few people notice Maccer and Paul, who were involved with the group the previous night. Angered by this, the group point guns at the trio. Carl kills them, before driving Paul and Maccer to Caligula's Casino on The Strip.

Once there, they go inside and make their way to the office. They find Ken, who appears to be distressed. Kent Paul introduces him to Maccer and Carl. Rosenberg explains his very "depressing and tough situation" by informing Paul that every Mafia family is pressuring Rosenberg, and, to make things "worse", Paul is here to witness it. Paul asks Carl to give them some space, and that he will call Carl later. Carl leaves the office.

Outside the casino, Carl calls Wu Zi Mu and explains that he has found a way to survey Caligula's Casino for the heist in a manner which will not cause suspicion. Carl asks Woozie to meet him soon for more work for the week. For the rest of the day, he spends time having fun before going to sleep for the night.

After the morning begins, Carl finds Woozie in a storage room in Woozie's casino. The two discuss the plans to rob Caligula's main vault, where the money is held. The first step in the preparations to rob Caligula's main vault is to photograph blueprints of the building's layout. To do this, Carl heads down to the City Planning Department, which houses the blueprints under heavy security. By creating a diversion, Carl obtains an illegal photograph of the blueprints, and blasts his way out of the building. After evading the pursuing authorities, Carl returns the film to the Four Dragons Casino to be developed for the future robbery.

After the morning mission is done, Carl decides that he takes the afternoon off and eats Cluckin Bell for lunch. Between lunch and dinner, he spends time shopping for new clothing

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even though he almost never changes his clothes. The only time he changes clothes is when he has a purchased safehouse. Right now, Carl is saving money and plans on purchasing property by the time he is done with all of the main jobs in San Andreas. At night, he eats pizza for dinner and then returns to Four Dragons to rest for the night.

Carl gets ready to share the blueprint image to Woozie to prepare for Caligula's Palace robbery. He goes to Woozie to begin his work.

Carl has just returned from the Las Venturas City Planning Department with the blueprints of Caligula's Palace, which he and Woozie intend to burglarize. The next step in his plans involves providing his team access to Caligula's restricted areas by wooing and gaining the trust of one of the casino's croupiers, Millie Perkins. Carl takes Millie out on dates and slowly convinces her of his genuine affection. Eventually, she trusts him enough to let him use her key card for the heist, the plans for which Carl has intimated to her. He assures her that she will receive a generous cut of the purloined cash, and takes her security card back to The Four Dragons Casino in preparation for the next steps of the plan for the future heist.

After dating Millie, Carl spends the rest of the day exercising at a gym and attempting to learn new moves there with just one problem. He feels frightened and scared when he sees that the opponent he is going to fight is very strong and is capable of fighting almost anyone to death. Because of this, Carl leaves the gym without the new moves and goes to a nearby grocery store to buy dinner. He returns to Four Dragons, eats, and rests.

For the weekend, Carl is spending time exploring western Las Venturas which is the area west of the Harry Gold Parkway. He begins from southwest to northwest, spending Saturday on the southwest and Sunday on the northwest.

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On Monday, Carl plans to continue his main job and goes to work shortly. He goes to work and waits for instructions for his boss on what to do.

Carl, having successfully convinced Millie Perkins to date him in order to obtain her keycard, is now positioned to continue preparations for the heist on the main vault of Caligula's Palace. His next step is to establish a means of temporarily cutting the power supply to Las Venturas in order to provide himself and Wu Zi Mu's men with the cover of darkness and the resulting confusion while robbing the safe. To do this, Carl heads out to Sherman Dam, which supplies Las Venturas with hydroelectric power, to plant remotely detonated explosives on the main generators. After sneaking into the dam's facilities and planting the explosives, Carl escapes to the roof, only to be trapped by the guards. With deputies and SWAT closing in with their Rangers and Enforcers from the dam's roadway below, CJ narrowly escapes capture by performing a swan-dive from one of the dam's control towers into the outlet channel to the south (erroneously labeled as Sherman Reservoir by the radar). He flies the sparrow back to Four Dragons and jumps down the roof before heading inside and resting.

After waking up, Carl gets ready for another heist setup and goes to work nearby where he waits in the office for more instructions about the setup.

Carl recently planted Satchel Charges on the main generators of Sherman Dam, the central power source serving Las Venturas, in order to provide a means of creating darkness and confusion while robbing the vault at Caligula's Palace. His next step in planning the heist is to seize 4 HPV-1000 police motorcycles to be used as outriders for the armored vehicle Carl plans to use to haul off the cash without raising suspicion. With only minutes to spare before alerting the police to their activities, Carl rushes about Las Venturas, stealing the motorcycles, while

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Woozie's assistant drives a Packer around the Julius Thruway, awaiting each bike as Carl drives it up the truck's loading ramps. After four bikes have been collected, Woozie's assistant returns them to the Four Dragons Casino to be stashed until the heist is in full swing.

After the setup job, Carl prepares for the night by going to his room. Last, he rests for the rest of the night before preparing for another setup.

In the morning, Carl is preparing to do another heist setup. He returns to work and does almost the last setup before the heist is mostly ready.

Carl recently seized four HPV-1000 Police motorcycles to be used as outriders to escort the armored van Carl plans to use to haul off the cash. His last step would be to somehow obtain an armored van and respray it with the Caligula's Casino logo, but he makes up his mind that he won't raise suspicion to his team by doing a simple carjacking. Zero gives him the idea to hijack a 'sky crane,' called a Leviathan. Carl heads over to K.A.C.C. Military Aviation Fuel Depot, the fuel depot in Spinybed, northeast Las Venturas. CJ penetrates the compound while keeping soldiers armed with assault rifles at bay. Carl takes down a pair of Hunters using a gun emplacement, before lifting off with the Leviathan. He heads to the depot, and using the magnetic winch attached to the helicopter, lifts an armored van and airlifts it to the airstrip in Verdant Meadows where the helicopter is being stored until the heist begins.

After completing all of the heist setup missions, Carl returns to Las Venturas and begins preparing for the night. Last, he rests in the room.

Chapter 12

After preparing for the heist at Caligula's, Carl is preparing for the next set of missions.

He goes to work and starts a new set of work to do.

Carl drops by the office and finds a problematic Rosenberg. Kent Paul persuades him to tell Carl his problems. Rosenberg narrates that things were beautiful before, but now, he is the middle-man of the three Mafia families - the Leone Family, Forelli Family, and the Sindacco Family - since no one would trust anyone else to run the casino. The families hate each other, so a hit between the families would be dangerous to him as a family could blame him and he would be screwed. To make things worse, the Forellis learn about Johnny Sindacco, who is recovering from a coma caused by Carl himself at the hospital. Carl offers himself to move Johnny someplace safe so that Ken would not be in danger.

Carl heads for the hospital. Once there, he looks for Johnny - however, the receptionist says that someone else picked him up in an ambulance. Carl realizes that it must have been one of the mob families who took Johnny, so he takes off and finds the ambulance. He eventually finds the right ambulance. For Carl to take over the ambulance, he smashes the ambulance up a bit, forcing the Forellis inside to get out of the vehicle. Carl enters the vehicle and makes his way to the meat factory in Whitewood Estates. On the way, Forelli backup arrives, but Carl manages to avoid them. He then arrives at the abattoir - two Sindacco thugs then approach and pick up Johnny, who is in a wheelchair. After the mission, Carl heads back to the hotel to spend the rest of the time until bedtime. He then officially clocks into rest before going upstairs at night.

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Carl heads downstairs and makes plans as he exits the hotel. He then commutes towards the next mission. Meanwhile, he is excited for the upcoming weekend because of Friday.

Ken Rosenberg has relapsed and is high on cocaine when Carl enters. The drug gives Ken a confidence boost and he decides to venture outside the office and show the city who's boss. Ken decides to go to visit the Sindacco Family at their abattoir to visit Johnny Sindacco, who is recuperating there after being discharged earlier from the hospital.

Carl and Ken make their way to Whitewood Estates, where the abattoir is housed. When they arrive at the abattoir, Carl tries to stay behind, knowing that if Johnny recognizes him, there will be trouble. However, Ken begs Carl to come with him, his confidence faltering. However, Johnny suffers another heart attack when Carl steps out of the shadows during the meeting and dies. The Sindaccos realize that Johnny had a heart attack due to his previous encounter with Carl, so they launch an attack on the two. Carl and Ken fight their way out of the abattoir, making sure there are no witnesses left alive before driving back to Caligula's Palace. On the journey back, Ken realizes how screwed he would be after this. Carl promises him that he would think of something to get him out of the trouble. The mission ends for halftime.

In the afternoon, Carl Johnson and Ran Fa Li enter Wu Zi Mu's office at the casino, in which Woozie asks them to sign a document. Carl and Ran Fa Li sign it, and Woozie announces that they are now his partners in the Four Dragons Casino. The shortest mission of the career ends with the three men raising a toast in celebration. Then, Carl picks up his phone.

Carl Johnson answers, "Hello?"

Ken Rosenberg responds, "Carl? It's me, Ken. The Leone family has made their move! Salvatore's here, now! He's taken over Caligula's! We're screwed! It's war for control of Venturas,

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man. War! WAR! There's word of some Triad visit or something that should keep him busy. I'm calling from the bathroom, I gotta go, I really gotta go”.

For the weekend, Carl continues to explore the rest of Las Venturas while also planning to complete the side missions that have been completed by similar people from the 1980s. So far, Carl may or may not know the legend behind two similar people with goals completed.

Based on the history, Carl plans on doing side missions every weekend from now on that are not completed. The two similar people lived in Vice City and never used days of the week.

Carl begins Monday and is the first worker to use the days of the week. He gets ready to commute to the mission and walks over to the south side of the casino, encountering two men encouraging someone on the casino roof to jump. One of them tells Carl that the person on the roof is Madd Dogg, a formerly successful rapper. Carl tells Madd Dogg not to jump, but Madd Dogg says his life doesn't mean anything anymore. He has lost everything, from his money to his fame, after his rhyme book was stolen and his manager was killed. Carl once again tries to make him reconsider jumping, but Madd Dogg ignores him. Two croupiers attempt to prevent Madd Dogg from jumping, but he tells them to stay away.

Carl, in an attempt to save Madd Dogg from suicide, steals a nearby Walton and parks near the casino. Madd Dogg jumps from the roof in a drunken state, landing on a pile of boxes. Carl then takes Madd Dogg to a rehabilitation center. On the way, Madd Dogg tells Carl that he is going to get a new manager once he is clean, and might consider Carl. Carl agrees. Carl arrives at the rehabilitation center, where two paramedics check Madd Dogg in. Carl drives off, and the mission ends. Meanwhile, a lunch break begins, so Carl can keep the energy going without being hungry while working. Energy helps Carl survive the later missions, which is more difficult.

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Carl visits C.R.A.S.H. at their house in Prickle Pine, Las Venturas and finds the duo getting a grill ready. Things start out normal, but a paranoid Tenpenny reveals that their careers are in jeopardy and Tenpenny needs Carl to get a dossier containing dirt on the duo and kill the DEA and FBI agents.

Carl heads to Aldea Malvada and intercepts the meeting, killing the enemies and claiming the dossier. This ends work for the day, and Carl returns to a safehouse to rest.

On Tuesday, Carl gets ready as he heads down towards the exit. He makes his way from the safehouse to Caligula's Casino in order to begin the mission and meet Salvatore Leone.

Salvatore is sitting in his office at Caligula's Casino while Maria appears and gives him the ordered sandwich. After a while Carl Johnson shows up and informs Salvatore about having worked with his son Joey Leone back in Liberty City and that he can do anything Salvatore wants from him. Carl is informed that a Shamal plane is arriving at the airport soon and it contains Forelli Family hitmen coming to kill Salvatore. Carl then makes his way to the Las Venturas Airport and steals a Dodo. He flies over to the Shamal and follows it. After staying behind Carl jumps out of his Dodo and gets in the Shamal plane, killing every Forelli inside as well as the pilot. He then flies the plane back to the airport, completing the mission.

Carl returns back to the safehouse. So far, the safehouse can either be the Four Dragons Hotel and Casino or another safehouse when Carl has enough money to buy safehouses. For the night into Wednesday, he rests and prepares for the next few missions. In the early morning right before sunrise, Carl gets ready for the next mission by driving to the C.R.A.S.H. house.

Carl is leaning against a post, waiting for Frank Tenpenny and his colleagues to arrive to retrieve the dossier Carl acquired. A Police Car approaches and C.R.A.S.H. emerges. Jimmy

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Hernandez points a gun at Carl, before Eddie Pulaski tells him to hand over the dossier. Carl hands over the dossier and asks if C.R.A.S.H. will leave him in peace now. Tenpenny asks Pulaski, who says Carl has "done well". Tenpenny then ambushes and knocks Hernandez out with a shovel, accusing him of selling them out to Internal Affairs, informing them of the corrupt work Carl has performed for them. Tenpenny then orders Carl to dig the grave for Hernandez, implying that Carl will be digging his own grave as well. Tenpenny then leaves Pulaski alone to supervise Carl while he returns to Los Santos.

As Carl digs the grave under the watchful eye of Pulaski, he tries to convince Pulaski that Tenpenny is using all of them and that Pulaski will be the next to be killed. Pulaski does not believe him, when suddenly Hernandez regains consciousness and tries to attack Pulaski, who turns around and shoots Hernandez, killing him, with his body falling into the grave. Moments later, Pulaski attempts to flee in a Buffalo, but Carl chases him through the desert in a Bandito. During the chase Pulaski taunts Carl, insulting his sister and mother. At the end of the chase, Carl manages to incapacitate Pulaski, as Pulaski lies bleeding against his car as Carl approaches and asks him if he has any last requests. Pulaski responds that he wants to fuck Carl's sister, Kendl. Carl coldly remarks that Pulaski was an "asshole to the end" and kills him with a strong kick to the head, after also calling him a "punk motherfucker".

Though Pulaski is killed in this mission, he is still described as "believed to be on the run" by a television reporter during coverage of Tenpenny's trial in the mission Riot, implying that his body was not found. Last, Carl returns to his safehouse for a good night's rest.

Carl prepares for the big day and may or may not know it. He drives towards Caligula's Palace for work where he listens to Salvatore Leone about the big day coming up.

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Carl comes to visit Salvatore Leone at the office in Caligula's Palace to find him and Maria throwing knives at a tied-up Maccer. Salvatore congratulates Carl on a job well done taking out a Forelli hit squad sent to kill Salvatore. In retaliation, Salvatore decides to send Carl to Marco's Bistro, one of the Forelli Family businesses, and assassinate Marco Forelli. Realizing the opportunity to free Paul, Maccer and Rosenberg, Carl asks Salvatore to let him take the three as back-up, to which Salvatore agrees, due to him thinking that Carl would kill them.

Upon exiting Caligula's Palace, Paul, Maccer and Rosenberg escape from Las Venturas, while Carl drives to the Las Venturas Airport and flies to Liberty City with a Shamal.

Several hours later, Carl takes a taxi to Marco's Bistro and kills every mobster present at the restaurant, including Marco Forelli. After wandering off for minutes to an hour, Carl returns to Francis International Airport and is flying back to Las Venturas in the same Shamal he left in. As Carl lands on the runway in the Las Venturas Airport, he rests early for the upcoming heist.

Carl arrives at The Four Dragons Casino after resting there, dressed as a Caligula's employee, to meet Woozie and the crew in preparation for the heist. The team get into a Securicar and head towards Caligula's Palace, whilst Carl makes his own way there. On the way, Zero asks Carl if he can hear him on his earpiece, with Carl replying that he can.

Carl enters the casino and uses Millie's swipe card to gain access to the lower floors of the casino. Carl heads into the generator room, where he throws a tear gas canister into an air vent, which lands outside the safe and knocks out two security guards.

Zero activates the charges Carl placed at the Sherman Dam, which blacks out the casino. Carl uses night vision goggles and makes his way to the service bay. He uses a Forklift to open the garage door and allow Woozie and the team to enter. The team head towards the safe whilst

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fighting their way through the security guards. Once at the safe, Zero announces that someone (whilst continually cursing Berkley) is trying to restore the power using the backup generators. Carl heads back to the generator room and blows up the backup generators.

The Triads open the safe using satchel charges and enter to steal the money. Whilst the Triads are in the safe, Carl protects them from incoming Mafiosi. Once the team have collected the money, Carl leads them back to the Securicar whilst fighting the security guards. When the team reaches the service bay, they load the money into the Securicar and leave the casino escorted by two members using police bikes.

Carl, acting as the decoy, must make his way to the casino roof. He does so, fighting off more Mafiosi. During the firefight, the power is restored and Zero once again curses Berkley. Carl enters the roof to find the casino surrounded by the police. Carl collects a parachute and jumps off the roof. Once he lands, he escapes from the police and meets the team at the Verdant Meadows airstrip. At the airstrip, Zero admits to Carl that he inadvertently informed Berkley about the heist, with Carl retaliating by punching Zero in the face. Woozie tells Carl to "calm down" before asking Carl to drive him back to the Four Dragons Casino. Following the mission, an angry Salvatore Leone phones Carl and makes various threats to Carl and his family. Carl taunts Salvatore about the heist and hangs up. From there, he enters the weekend to have fun.

For the last weekend in Las Venturas, Carl plans on exploring after making sure all of the side missions are to be completed at some point. Before exploring the rest of San Andreas, a list of side missions determines when and where to be completed. Throughout all weekends since the first return to Los Santos, Carl might have completed several side missions but has not finished a significant portion of all side missions. However, completion is on the way in weeks to months.

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On Monday, Carl gets ready at the Four Dragons Casino where the next mission is right at. He makes plans to start the week like normal while keeping the urge to return to Los Santos. Because of the urge, a mission that starts in Las Venturas can lead to the next few missions back in Los Santos for Carl to take back home. After planning and getting ready, Carl quickly walks to the starting place for the next mission as it is within the same building and walking distance.

Kendl, Carl and Woozie are in Woozie's office in the Four Dragons Casino, judging the auditions for casino talent. After a while, Madd Dogg appears and tells everyone that he wants to return to his mansion in Los Santos. However, it has been seized by the Los Santos Vagos, namely their leader Big Poppa, in exchange for drugs. Carl furiously questions Madd Dogg's decision then tells Woozie and Kendl to come with him as they return to Los Santos to reclaim Madd Dogg's crib, which CJ wishes to use as a new base of operations in Los Santos since Grove Street is no longer safe. The scene changes to him and a couple of Triad gang members seen in an Andromada plane, preparing to battle the Vagos as Carl receives a phone call from Kendl.

Chapter 13

Carl Johnson leaves Las Venturas during the mission as he gets ready to return to Los Santos. At the same time while calling, he thinks about gradually making the city safe again.

Kendl says she, Madd Dogg and Cesar have gone to San Fierro to see if everything is in place before returning to Los Santos. When the plane reaches its destination, the Triads and Carl all jump out, parachute to the helipad on the roof of Madd Dogg's mansion and kill all of the Vagos on the rooftop before the rest of the team arrives, including Guppy.

Once all the Vagos outside are dead, the team shoots their way inside the mansion and finally find Big Poppa. Guppy and another Triad secure the balcony and Carl's rear from more Vagos while Carl chases Big Poppa down through the mansion until they reach the exit, where Big Poppa enters his Phoenix and escapes with Carl following him in a pink Windsor. After a chase around the city, Carl kills Big Poppa and officially takes back the mansion for Madd Dogg.

After reclaiming the mansion from the Vagos and spending the first night of the return, Carl begins the first full mission of the return and listens to Madd Dogg performing in his recording studio with Kent Paul and Maccer. All of a sudden, the audio is cut off and Toreno's voice is heard on the speakers, requesting that Carl meet him outside the mansion. Carl leaves Paul, Maccer and Dogg in the studio and enters Toreno's Washington outside.

Toreno drives Carl to the northern shore of Red County. Requesting another job to be performed for him in exchange for Sweet's release from prison, Toreno demands that Carl sneak inside an amphibious assault ship in the Easter Basin Naval Station to steal a Hydra VTOL jet to

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destroy a flotilla of spy ships. Carl hops in a Squalo speedboat containing a knife and a silenced pistol, and heads for the naval base. Carl enters the ship through the rear, where he has the option to either blast his way in, or sneak inside the ship using his equipment. Regardless, Carl disables the ship's S.A.M. sites and steals one of the Hydras.

Shortly afterwards, a group of Hydras are dispatched to shoot down Carl's aircraft, but Toreno tells Carl not to worry about it, stating that a shootdown would cause an international incident. Carl destroys the pursuing aircraft and flies towards the Sherman Reservoir where he uses the Hydra's weapons to destroy the Tropic spy ships, as Toreno requested. With his task completed, an infuriated Carl now asks Toreno what to do with the jet, but Toreno tells Carl that it is his problem. Carl flies the aircraft back to the Verdant Meadows airfield, where he taxis the jet into one of the hangars, completing the mission. He then returns to the mansion to rest.

Carl wakes up the next morning from one of his mansion rooms and gets ready for a big day coming up. This is also another mission that starts right at home as the boss for today, which is Toreno, enters the mansion. Carl is ready to go and walks right into the recording studio.

Inside the recording studio, Carl is on the phone discussing business, when Toreno takes it from his hand and ends the call. He tells Carl he has one final job before he leaves Carl alone. Carl then says he is tired of working for Toreno and threatens to kill him; the situation is disarmed when Carl's phone rings and, after being prompted by Toreno, Carl answers it. On the other end is his brother, Sweet who tells him of his release. Realizing that Toreno has delivered his promise, Carl asks him what the "little job" is. Toreno tells him to go pick up his brother.

When Carl arrives at the Los Santos Police Headquarters in Pershing Square, he is finally greeted by the newly freed Sweet. Carl tells him how he's moved up in the world, owning a

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business in San Fierro, a stake in a casino, and a mansion. Sweet is not impressed and demands to be taken back to Grove Street like going to homecoming.

Upon arrival in Grove Street, Carl and Sweet see that the neighborhood has been taken over by baseheads/crack addicts, drug dealers, and the Ballas gang. A druggie (Dope) has also stolen the family blender. Carl wants to abandon the place and go home, but Sweet tells him that his home is Grove Street. Together, the brothers clear out the drug dealers populating the area and reclaim Grove Street from the Ballas, taking the first steps to re-establishing the Grove Street Families in Los Santos. After reclaiming home, Carl answers his phone call.

Catalina says, "Hello, Claude, baby. I thought I call to say how much I love you and how well endowed you are!"

Carl says, "Yo, Catalina, it's Carl. I think you got the wrong number."

"Oh, Carl! So sorry, it is such an easy mistake to make, especially when I am so light-headed with love, and lust."

"Yeah, well I,-"

"No time, byeeee!".

Finally, Carl returns home either in the Johnson House or at the mansion to rest. Once the rest is over, he gets ready and returns to work starting by the Johnson House to work.

Carl drops by the Johnson House and sees his brother, Sweet, about to smoke crack that one of B Dup's crack whores gave him, believing that drugs have destroyed the Families, so he may as well let them destroy him too. Carl convinces Sweet not to do it and the crack whore tells him that he will have to deal with B Dup. Infuriated, Carl throws the girl out, saying he'll deal with him right now. Carl and Sweet head over to B Dup's house in Ganton.

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A basehead sitting beside the door informs them that B Dup no longer lives there and that he has moved to Glen Park (the heart of Kilo Tray Ballas territory). Carl and Sweet head to Glen Park, start a gang war and successfully take it over. This is another territory to take back from the Ballas. They then kill B Dup's guards and head inside.

Upon entering B Dup's house, B Dup claims that he was threatened and had no choice and claims that the order came from Big Smoke, now paranoid about competition and hidden away. B Dup says that only Big Smoke's trusted lieutenants know where he's hiding. After Sweet threatens to kill him anyway, B Dup calls his "crack slave" Big Bear and orders him to kill both Sweet and Carl. Big Bear angrily tells B Dup that he's tired of smoking crack and doing his housework and punches B Dup. He asks Carl if he can rejoin the Grove Street Families. They agree, and Sweet takes Big Bear to rehab in an Infernus. This ends work for the day.

Carl wakes up from the mansion and gets ready to return to work soon. He prepares very quickly and just walks to work. However, he does not exit the mansion until work starts.

Carl arrives at the mansion to find Madd Dogg back in the studio and ready to make his comeback. On TV, rival rapper OG Loc is holding a press conference and music video shoot. After listening carefully Madd Dogg realizes that the rhymes by OG Loc are actually from his rhyme book, which was stolen by Carl for OG Loc a long time ago. Carl and Madd Dogg both agree to drop-in unannounced and make a "cameo appearance" in the middle of Loc's video.

As the two arrive at the shoot, OG Loc is being interviewed. When he sees the two, he attempts to escape in a Vortex. Carl and Madd Dogg take the two other hovercrafts and give chase. In Verona Beach, Loc gets off his Vortex and switches to a go-kart. Carl and Madd Dogg again take the two other Go-Karts and continue chasing Loc through Los Santos. The chase

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comes to an end as Loc attempts to escape into the Blastin' Fools Records headquarters in Market. Madd Dogg and Carl confront Loc, who initially denies the theft but then attempts to buy their silence. Jimmy Silverman, one of the executives of the record company, overhears the conversation and offers to sign Madd Dogg to the record label and sue Loc. Loc is sent to go get them all some lunch; his career is now over. Madd Dogg takes back his rhyme book.

For the weekend, Carl returns back to Grove Street and spends Saturday with some of the side missions that have not been completed yet. This includes the Roboi's Food Mart courier job, which involves biking throughout Los Santos. Other possible side missions are partially done but are not going to be completed until nearly all main missions are complete. For Sunday, Carl gets to return to believing followed by another gang war to take back all districts of the families.

The goal to take back from the Ballas and make Grove Street Families, or the Families go back to being a gang, involves working during normal work hours throughout the week.

Sweet is giving a group of Grove Street gang members a morale boosting talk when Carl enters. Sweet is glad to see him and wants to let the other gangs know that the Grove Street Families are back. Carl is unsure, wanting to focus on his other commitments first. Sweet asks the group to step outside and berates Carl for leaving the job half done and forgetting his priorities. Carl tries to argue with him, saying that the world doesn't begin and end in Grove Street but Sweet will not agree. Carl gives up and the Johnson Brothers set out to put Grove Street back on the map.

The brothers head over to the Idlewood area, another Ballas' turf and start a gang war. Once the turf has been taken over, they head to another turf. Carl and Sweet start another gang war, and claim the territory again. Carl and Sweet then drive back to Grove Street where Sweet

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goes to get some sleep. With the expansion of their turf the Families are asserting themselves as a force to be reckoned with in Los Santos. Finally, Carl returns to the mansion and goes to sleep for the night. He then wakes up the next day and starts work by watching breaking news.

Frank Tenpenny, along with Eddie Pulaski, has finally been charged with racketeering, corruption, narcotics and sexual assault. The whole gang, composed of Carl, Cesar, The Truth, Kendl, Maccer, Sweet and Madd Dogg, are gathered in Dogg's living room, watching the news coverage of the trial. Whilst the report is being aired, Sweet claims that Tenpenny will get 20 years, but Cesar disagrees, claiming that police officers usually get off gradually in the justice system. In the background, the report mentions retracted witness statements and the disappearance of officer Jimmy Hernandez and Pulaski, who is believed to be on the run. A few moments later, the reporters exit the courtroom and Tenpenny's lawyer reads out a statement revealing that the district attorney has cleared Tenpenny of all charges due to a lack of evidence, essentially allowing Tenpenny to walk away a free man and to continue his unlawful actions with the support of the LSPD behind him. Guilty evidence must be hidden inside the mansion.

Tenpenny's acquittal causes public outrage, which causes the city to erupt into rioting. Sweet is determined that there will be no rioting in Grove Street and asks Carl to take him back. Carl and Sweet drive through Los Santos, avoiding the rioting that has erupted around them. Once back in Grove Street, Sweet plans to "lock down the hood", while Carl says he is going to explore the city and see what is going on. He then follows his plans for the afternoon.

Carl exits his house and explores a different Los Santos. Pedestrians are fighting on the streets and dropping their televisions during the process. Some of the traffic throughout the city also stops as they catch fire before exploding. All Los Santos traffic lights are flashing yellow.

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After exploring the riot, Carl returns home and sleeps for the first time during the riot. He wakes up and exits the house once again to begin work as it continues into the riot.

Carl drops by Sweet's house in Grove Street and starts to talk about the hood and the rioting going on. After a short argument, Cesar arrives and says that his hood is screwed up and he needs to get his gang back together. Sweet tells CJ he needs to pay his debts to his friends so CJ agrees and they recruit two Grove Street gang members for assistance while meeting up with three Aztecas veterans, Sunny, Hazer and Gal at Unity Station.

Upon arrival, they all start to attack the waves of Vagos gang members protecting El Corona. After clearing out the houses by the railway, they head deeper into the area through an alleyway. The Vagos manage to injure Hazer shortly before being completely cleared out. The crew head to the serious part of the district and the last wave of Vagos have gang members carrying flamethrowers and Rocket Launchers. CJ and the rest of the team manage to survive the gunfight, with the Aztecas taking over El Corona. Cesar and his fellow homies decide to get Hazer to a hospital and thank CJ for helping out. CJ then takes a short break before moving on.

During the afternoon, CJ notices the whole city of Los Santos experiencing a riot with the eastern half being hit the hardest. The riot only applies to Los Santos, and CJ exits the city to the countryside and two other cities in San Andreas as well as the desert. These places outside of Los Santos are not affected by the riot. Upon arrival in Los Santos, CJ begins to see the riot continue. Last, he returns back home where he rests while getting ready to work through the riot.

Chapter 14

The next task during the riot is to take thirty five percent of Los Santos from the enemy gangs such as the Ballas and Vagos. The first districts to take back should be the ones originally claimed by one of the three gang sets of the families, including Grove Street Families as the main set. The next few districts are to grow from there, beginning with the whole Idlewood to become a safe territory. From then on, the surrounding territories are planned to be taken over.

The next day after enough territories are taken back, including new ones, Carl is ready to do his possible final work for today. He begins his work by meeting with the gang and planning to end the chaos for good. Between the words and actions, everyone takes a rest until the night.

Carl and Sweet have managed to find out where their former friend, Big Smoke, must be hiding. They drive over to Smoke's hideout in East Los Santos while avoiding rioters. Upon arriving, they see that Smoke's crack palace has heavy security and there's no way to enter the place except for breaking through the wall. Carl convinces Sweet to allow him to go by himself, saying that Smoke and Tenpenny played him, and also wanted to atone for letting their brother, Brian, die five years prior. Carl finds a S.W.A.T. tank nearby and steals it while being attacked by S.W.A.T. officers and Ballas gang members. He successfully smashes the wall and enters the crack palace. Carl continues to drive and fight until he gets off the tank and enters the battle.

Upon entering, Carl makes his way through three floors while killing Ballas, Vagos, San Fierro Rifa, and Russian Mafia gang members, as well as workers, who all carry M4s, AK-47s, Combat Shotguns, and MP5s amongst other strong weapons. Carl manages to find Big Smoke,

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who claims that he doesn't feel any regrets over betraying the Grove Street Families, and takes out a gun ready to battle Carl. During a shootout, Carl manages to kill Smoke, and after a brief conversation questioning Smoke's decision, he says he had no choice and saw the opportunity for power and money before dying to remove the threat. With his dying breath, Smoke claims that "everyone will remember his name", ensuring his legacy. As soon as he dies, Carl sadly laments Smoke's end, muttering "Damn, man. What a waste..."

Frank Tenpenny, who had been watching the whole thing, arrives and orders Carl to put all of Smoke's money in his bag for good. Tenpenny threatens Carl with a Combat Shotgun, and sarcastically congratulates Carl on killing Eddie Pulaski and, now, Big Smoke. Tenpenny then states his next move, boarding a plane to flee from Los Santos to avoid the rioters. As Tenpenny prepares to kill Carl, Carl manages to distract Tenpenny by shouting Sweet's name for more help, and as Tenpenny quickly turns around, Carl manages to dive out of the way as Tenpenny quickly brings his attention back to Carl and shoots at him, albeit missing, and flees from the room. After that, Tenpenny runs towards the second floor and sets the whole building on fire by shooting a generator, causing it to explode. Carl leaves the crack palace the same way he came in, killing anyone in his way. From all weekends for completing the paramedic and firefighter missions, the rewards help Carl escape because of increased health and being fireproof as he does not have to take out the fire, only the enemies. Finally, night vision gear helps escape within seven hours.

After successfully escaping, Tenpenny attempts to drive away in his fire truck, but Sweet jumps on his Greenwood and then leaps at the ladder on the back of the truck, and hangs on from it. Carl enters a parked Feltzer and starts to chase Tenpenny. During a long chase throughout Los Santos with Vagos and Ballas on the road throwing molotovs, and the police chasing the trio, a

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police officer in the truck gets out and starts stomping on Sweet's fingers. Carl gets the Feltzer under the ladder and Sweet drops onto the hood and then climbs over into the passenger seat. By the time the chase happens, half the day has been spent somehow since the building explosion.

On Carl's order, Sweet then takes control of the car with Carl acting as the shooter with his Micro SMG. The chase continues throughout the city with Carl destroying Police Cars, as well as Vagos rioters chasing them in Tornados and on bikes. The chase comes to an end on the bridge over Ganton where Tenpenny crashes his truck off the bridge. Tenpenny climbs out of the fire truck and deliriously shouts about how he had kept the neighborhood clean with his deeds and would "do it all again" before dying in the middle of Grove Street, where the story began and now where it ends for the most part. However, this only ends the main set of missions.

Having witnessed this, Carl, Cesar, Sweet, and Kendl walk towards Tenpenny, and Carl prepares to shoot Tenpenny with a Desert Eagle "to make sure it's over". Sweet lowers Carl's gun however, instead deciding that Tenpenny "killed himself in a traffic accident, no one to blame", possibly so that nobody can link any of them or Grove Street Families to Tenpenny's demise. The Truth then appears, congratulating Carl for "beating the system", a feature which Truth claims would take ages for himself to achieve. Carl informs the others about Big Smoke's death, with Kendl remarking about how Smoke was only out for himself, a statement that The Truth agrees with, referring to it as the "surest path to Hell" ("That or forty pounds of mescaline"). As Truth, Sweet, Cesar, and Kendl walk away, Carl checks Tenpenny's corpse, before swiftly kicking it and finishing off with Tenpenny's usual greetings towards him with, "See you around... Officer".

With that, the group reconvene inside the Johnson House to talk about their future, with Kendl discussing their ventures in San Fierro and Las Venturas, remarking on how "shit never

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ends". Ken Rosenberg, Madd Dogg, Kent Paul and Maccerr enter the house, causing the rather paranoid group to ready their guns, then lower them upon seeing who it is. Madd Dogg announces his first gold record, and they all celebrate their success, and Maccerr gleefully announces that he will be getting breast implants before Carl heads out of the house "fittin' to hit the block, see what's happening". Outside, Catalina calls for the last time while having sex with her boyfriend Claude, in a failed attempt to make Carl jealous. Carl expresses his annoyance and disgust at Catalina, telling her to get help.

Carl answers, "Eh, whassup?"

Catalina heavily breathes through her phone.

"Hello?", says Carl

Catalina says, "Yes, Claude, faster, harder, DEEPER! Oh, yes, yes, YES!"

"Catalina! You sick! Get help!"

"And you, Carl, you are jealous!".

After completing all main missions, Carl is done by 1:00 AM and returns home to rest for the night. He then gets ready by 7:00 AM and makes some plans for what is to come up next. As a result of the last main mission, the news about several deaths of many guilty citizens in Los Santos causes the riot to end, so the next morning is the first day to not experience it. Finally, the mode changes from attempting to work for the gang to a reduced work with more vacation.

Chapter 15

In order, Carl Johnson has completed all main missions as the first set of tasks as a part of a big picture. The other missions that are minor are known as side missions. Asset missions fit somewhere in between side missions and main missions but most likely lean towards the main side of the job. The side missions that are left to do resembles more like recreational activities for fun instead of actual work. Some side missions resemble work, but most are done on weekends.

The first side mission Carl considers is Roboi's Food Mart Courier side mission. At most, the side mission is not completed because Carl tries early but fails due to inexperience and not being able to complete all four levels in one day. With improved biking skills, he delivers all the food during the side mission and completes all four levels per day at least one time. Once this is done, the reward is earning money as an asset to be collected at the Johnson House. This is one side mission after the main missions that has been completed in Los Santos, and Carl rests.

For the next few days, Carl plans on doing several street races, but the problem becomes a reason for the best time for the street race to be at night. Street races must either be early in the morning or late at night. During the day, Carl must attend an indoor racing event and win.

During the racing days, Carl races two times a day around the night and spends the day either practicing driving or racing and losing inside the 8-Track event at Los Santos Forum. The challenge to the races is that Carl must use a given vehicle instead of a modified one on his own.

Generally, street races are completed in order from shortest to longest. The street race is most likely the shortest and in East Los Santos or nearby. The final street races tend to take place

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throughout the entire city of Los Santos and take almost a quarter to half a day to complete. The 8-track racing event also involves a given vehicle, which is the stock car. Unlike the street races, the 8-track racing is legal and takes place indoors. What is significant about the race is that racers tend to drive too fast and end up either crashing or flipping, leaving some of them exploding. As Carl's driving skill improved either early on or from the driving school in San Fierro, he ended up in first place and even almost a lap ahead of most of the racers with a few of them left to go.

After completing all races in Los Santos, Carl has another challenge to do for one or few days. The BMX bike challenge is another side mission to do and performs much better to pass in the first place because of the completion of the Roboi Food Mart Courter mission.

Most of the challenges and side missions in Los Santos have been completed, but there are a few tasks that are minor for Carl to complete. At the end of the period, Carl rests for good.

For the rest of the Los Santos side missions and other tasks, Carl has to spray one hundred tags throughout Los Santos, most likely in enemy territories, and purchase some safehouses. The plan involves both activities happening on the same day. Not only does Carl have to complete these but also has to learn the move in the Ganton gym. This plan is only for Los Santos but may also apply in a similar way in the two other cities and the rural areas of San Andreas. It is done.

From The Johnson House, Carl begins exploring the rest of Los Santos in order to make a completion over there before moving into other areas of San Andreas. He spends the early hours of the morning in Ganton and learns a new move in his gym after fighting at some time before.

After doing everything in Ganton, Carl continues to explore more parts of Los Santos that are either a territory of Grove Street Families or no gang. Territories without gangs are mostly in

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the western and wealthy areas of Los Santos as having gangs in these areas are too risky to hang around there, likely getting arrested. Even when there is a gang in the west, the population of the gang members is very low compared to the eastern half of Los Santos. These wealthy territories with gangs are mostly in the two iconic beaches of Los Santos in the southwest and south corner. This is where most safehouses are purchased and tags sprayed whenever possible to do so.

Attention for Carl is alerted when he notices one of the gang territories is being attacked by either the Ballas or Vagos. Most of the time, the Ballas attack at least one territory, but Carl is called to go and defend the territory. He often recruits two to three gang members to defend the territory from the Ballas or Vagos and is the only survivor of all defending battles. After each of the battles being won, Carl goes to a nearby enemy territory and sprays more tags. Sometimes, a gang war starts when enemy gangs are killed nearby, where some of them are won and others are lost. When an offensive gang war is lost, Carl often rushes to the hospital and regains his health.

Most of the hard work is done when Carl has to spray the rest of the tags in enemy places and purchase some safehouses there. For example, a safehouse in East Los Santos that is for sale is being purchased towards the last one. Gang wars often happen because of the process of being completed for the Los Santos portion. Carl estimates that almost 100% of Los Santos missions, which includes minor and side missions, have been completed. The only activity to do is buy all the available safehouses. Whatever the number of available safehouses, Carl spends at least one night at each safehouse other than the two safehouses he spends during the main mission days. Finally, he is complete with the portion in Los Santos and thinks of moving onto the next place.

Just because completion is done in one portion, there is no reward yet. Carl relaxes and settles down in the Madd Dogg Mansion. Last, he goes to sleep for the last night in Los Santos.

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Carl wakes up the next morning and plans on doing more minor and side missions for his own completion. The next portion to complete a set of missions starts in the countryside, mainly in the rest of South San Andreas. The first plan to do is the asset mission in Flint County. Carl does remember to do the trucking mission whenever possible, so this is the best time for this. Finally, there are also lots of things to do in the countryside, but work is lighter than in the cities.

The trucking side mission starts at the RS Haul depot in Flint County, just west of Los Santos and north of Helena Wankstein's Farm. The missions are activated by standing inside the imaginary red mission marker. The business generates \$2,000 per day after completing all eight trucking missions. They become available since the completion of Catalina's mission, Tanker Commander, which features one of the depot's employees, Mr. Whittaker. The missions consist of either delivering cargo within a time limit, delivering an illegal cargo whilst being pursued by the police with a three or four star wanted level, or delivering a fragile cargo without damaging it. The wanted level cannot be decreased even with police bribes or, Carl manages to get in, any Pay'n'Spray. The successive missions are increasingly difficult, with tighter time limits, stronger police attention or more fragile cargo, while also covering longer distances to reach destinations. After San Fierro locations are completed, cargo heading for Las Venturas will be a combination of fragile and timed objects, or any of the three, or all at the same time.

Before starting the trucking mission, Carl takes a free practice of trucking, meaning he enters the truck and begins using it during free time. He often attaches and detaches trailers while also pretending to be a trucker. The practice takes place in Los Santos and the countryside.

The first trucking side mission starts with instructions. Goods must be delivered quickly. Carl starts with a maximum of \$1,000, with a timer telling when he has to be at the destination. If

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the goods are late, cash will be cut in half. If it's later, cash will be cut in half again. Even later the mission can fail. The destination of the first mission is located in Red County, usually with Carl taking the road nearby the depot heading north towards Blueberry, which is within east or central San Andreas. Between trucking side missions, Carl does other countryside activities. For example, he purchases more safehouses throughout the countryside, which is around five.

The next trucking mission involves goods being delivered without damage. Carl starts with a maximum of \$1,500. A collision sound records the amount of damage the truck and the cargo receives. The more damage the cargo receives, the less cash will be paid out. Because Carl is just beginning, the decrease of money will not be as drastic as the future missions. On this mission, the cargo is sent to Montgomery, east San Andreas. This type of mission is also one of the easiest trucking missions since Carl drives safely towards the destination.

Illegal goods must be delivered for the next trucking mission. Carl starts with \$2,000. He receives a minimum wanted level of three stars once he leaves the compound. Locations can include destinations within the southern parts of Los Santos.

The next trucking mission is similar to the first one but difficult. It involves Carl driving to Angel Pine, Whetstone in a shorter time. The mission is passed, and Carl enters the mountain called Mount Chiliad. From there, he enters the Mountain Bike to start the Chiliad Challenge.

The Scotch Bonnet Yellow Route is the first course of the challenge with a reward of \$500. This route lies mostly in the southwestern face of the mountain; it is the shortest way down to Angel Pine in distance and time but it is also the steepest, and corners are very closed (almost 180° most of them) and tricky due to the reduced grip of the dirt track and the descending factor. A careful braking and cornering is the key, and little sprinting is used. There are plenty of places

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where CJ can fall off the road and down the mountain from great heights, but some of them are protected with fences. Once this event is won the next event is unlocked.

Birdseye Winder is the second course with a \$1000 reward. This run uses the north face route to descend and then turns along the west side and then south down to Angel Pine, it is longer and less steep downhill overall than the previous route but also has some long and leveled straight sectors where CJ can sprint for a while and take the lead easily, but side protections are even less than in the previous event and there are still some difficult corners. Once this event is won the next event is unlocked.

Cobra Run is the third and final course with a \$2000 reward. It starts mid-way down on the south side and follows a narrow trail which is very tricky in the beginning, with an elevated part; after a jump the second half allows a higher speed as it's wider.

After completing the Chiliad Challenge, Carl explores the top of the mountain and then has fun falling down and using the parachute to land all the way to the Angel Pine safehouse.

Carl wakes up into uncertainty. He thinks about either moving onto San Fierro or resuming more countryside missions. The first plan to create certainty is by returning to trucking. Trucking so far takes place in Los Santos and the countryside and is subject to taking place throughout all the regions of San Andreas. The plans for later are going to be made once decisions have been made by the next trucking mission. The plan is done, and Carl returns to the trucking depot to start.

The goods are extremely fragile, more fragile than the second mission. Carl starts with a maximum of \$4,000. This time, the goods are to be delivered somewhere in San Fierro. Now the plan is to continue with the rest of the San Fierro side missions with a heavy workload.

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The Hippy Shopper for the courier missions is located in Queens, San Fierro and is the first full San Fierro side mission since the completion of all main missions. The missions are activated by getting onto the Freeway motorcycle. The business generates \$2,000 per day after completing the missions. They have started since the visit to San Fierro and passed by this time.

After doing the courier mission, Carl continues with his plans from Los Santos by racing in street race tournaments. There are six race tournaments from San Fierro, all of which have the first place at least once. The Blood Bowl is the stadium event in San Fierro at Corvin Stadium. At first, Carl wins the first stage and does such a good job at avoiding competitors. However, the later stages cause Carl to struggle as the content becomes more intense, so he stops when a stage is lost. From then on, he finished off the next challenge by entering the NRG-500 motorcycle in Easter Basin, San Fierro. He completes the third and final challenge before settling to rest.

Carl begins another set of side missions within San Fierro and plans on beginning the next set as a valet driver. The valet side mission is just one day for the side mission. Other side missions and activities include crossing the iconic Gant Bridge to complete boat school and finding the exports and imports of vehicle lists to complete, located in Easter Basin. Finally, most safehouses in San Fierro and one hotel suite in Queens must be purchased along with fifty snapshots to take.

The Valet Asset Side Mission consists of parking other vehicles into the parking lot, so no worries about parking becoming a problem to downtown San Fierro tourists, visitors, etc. There are five levels in parking, with each lasting for two hours. The first level involves parking three vehicles, and the fifth level involves parking seven vehicles. After the asset is done, Carl clocks off the side mission work for the day and enters in one of the safehouses to rest for the night.

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From there, the valet parking mission brings Carl to take many parked vehicles to the list for the exports and imports. This is because many vehicles in the valet are on the list. Carl drives to the ship and sees the list. Based on the list, many vehicles can be found in San Fierro, but few vehicles need to be taken from outside of San Fierro due to the difficulty of these. There are also three lists, with the first list being completed. The next two lists are planned to be completed.

Before moving onto the second list, Carl drives to the boat school in Bayside and begins the lessons there. There are five lessons in boat school, all of which are easy and teach all basic lessons to use the boat or ship. The final lessons are more than basic and slightly difficult.

Carl now attempts to go to the Ammu-Nation shooting range to pass but fails to complete the required criteria for completion. During each try, he gets closer and closer to the criteria but still fails in some way. He continues to do some other side missions and activities for fun.

Exports and imports continue with list two. Many vehicles are found nearby in San Fierro and taken to the ship. More than half of the second list is complete, with some vehicles to collect outside of San Fierro. Carl never wants to exit San Fierro until he is at completion there.

Buying safehouses continues into San Fierro. There are a total of six properties to buy, in which five of them are safehouses and one is the hotel. The hotel suite is purchased, and four out of five safehouses have been purchased. The only safehouse not purchased in San Fierro for sale is the one in Chinatown. Carl also makes sure he learns a new move from a San Fierro gym but might have done that earlier. Finally, taking all fifty snapshots throughout San Fierro involves the adventure around San Fierro and treating it as a normal vacation but required for completion.

Carl is mostly done with the tasks from San Fierro. Most tasks that are not done from San Fierro are the ones that involve traveling throughout the whole state of San Andreas.

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Carl prepares to do more tasks from the desert. These are located within Tierra Robada and Bone County. The only tasks required to do for completion in the desert are to purchase safehouses for sale and possibly doing other things. A major plan for the desert task is working in the quarry. That is a lot of work over there, so Carl has to prepare. Finally, these desert tasks are going to be completed before moving onto the last part of the task set as well as the tasks throughout.

Carl purchases all three safehouses in the desert, with two for Tierra Robada and one for Bone County. He also tries again at the Ammu-Nation shooting range in the desert and improves the performance enough to pass, completing all three rounds, four weapons, in one session. Most vehicle missions have been completed at this point, but the pimping and vigilante side missions are not completed yet. Carl goes to Verdant Meadows airfield to take out one of his vehicles for the side mission. He remembers acting as a police officer recently in Los Santos and San Fierro but fails as all levels seem to take multiple days, which is not accepted for completion. This time as Carl gains experience with the side mission, he passes vigilante before entering Las Venturas.

Not to mention about different outfits Carl has. Sometimes, he has outfits from certain missions, some gained from clothing stores, and the rest gained from relationships. Wherever he is at for meetings, he often dates girlfriends one at a time, getting 100% relationship each before moving onto the next. Now Carl has one more desert side mission to do, which is the quarry.

The Quarry missions involve a series of seven missions in which Carl Johnson is tasked to work for the Hunter Quarry in Bone County. The missions can be triggered by walking into the building at the eastern entrance of the quarry. Each mission involves Carl using Quarry machinery to complete missions around the Quarry and beyond. Once a mission is successfully

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completed, the next one can be triggered by walking into the building again. Each mission completed rewards the player with money.

Once all seven missions have been completed, the Quarry will become an asset and generate up to \$2,000 in revenue, and the Dozer and Dumper will always spawn in the Quarry.

"Use the bulldozer to clear the paths before the next delivery arrives.", says the first instruction of the first quarry mission. Carl is given a Dozer and has six hours to push all the rocks to designated locations to make way for the next delivery for the first quarry mission. "Bombs have been planted by a rival organization. Use the bulldozer to push the bombs to safe area markers.", says the second mission instruction. Similar to the previous one, but there are less bomb barrels than rocks and a shorter time limit. Carl now has to make safety by pushing the bomb out of the way, meaning the bomb must be pushed far from properties. "The bombers are escaping in a dumper. Use this dumper to destroy it before they reach their destination.", says the third mission instructions. Carl is given another Dumper and is required to use it to hunt down the bombers within two hours. Doing a drive-by will suffice and quickly eliminate the rivals.

Carl completes about half of all the quarry missions. He returns to the Bone County home to sleep for the night. He wakes up and returns to the quarry for the last four missions.

At the quarry, Carl is given the instructions that says, "The bombers have been caught. Their bodies are loaded on a dumper at the quarry's other entrance. Dump them before the cops come snooping.". With a time limit of four hours or so, the truck must be driven carefully. Accidentally using the tipper or bumping into anything dislodges the bodies. They must be dumped into a fire that the game has pre-set for Carl as the fourth mission. The fifth mission instructions says, "The dumper is loaded with explosives and needs to be driven gently. Deliver

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the explosives to the desert airstrip.". There is a time limit for about two hours and if the barrels drop off before arriving, they blow up the truck and Carl. In the afternoon, Carl continues work and is given the instructions, reading, "A dumper has spilled its load of explosives along the train tracks. Use the bulldozer to clear them before the next train passes.". The seventh and last quarry mission's instruction says, "A cop has been killed. Use the bulldozer in the quarry to get rid of the body before more cops come snooping." There's a Dumper set, and a Dozer nearby. Carl needs to push both the unusable bike and the cop to the marked area, so the crane can reach it. Later, Carl needs to use the crane to load the cop and the bike on the Dumper, before heading to the river and dumping them in. Carl disposes of the cop ahead of time, in time for sleeping.

Carl wakes up the next morning and gets ready for a set of side missions in Las Venturas. There are two sets left, one for Las Venturas, and the last set throughout San Andreas. The plans for the Las Venturas set of tasks are similar to that of Los Santos and San Fierro. That means these are the similar tasks whenever Carl works in the three cities of San Andreas. Of course, the plan for this set is going to take multiple days, just like when they have always been done before that.

The Burger Shot for the courier missions is located in Redsands East. The missions are activated by getting onto the Faggio. The business generates \$2,000 per day after completing the missions. This is the third and final courier mission Carl Johnson does and the first of the set.

There are four ground race tournaments from Las Venturas and six air race tournaments, which makes a total of ten total race tournaments from Las Venturas. The first race involves the drive from SF to LV, the second involves a motorcycle around the dam as a dam rider, a race in the desert known as the desert tricks, and the fourth race around the Julius Thruway ring road.

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The Rustler race involves flying a simple plane around Los Santos. The stunt plane race takes place in the countryside between Los Santos and San Fierro. The Hydra race flies over the desert. These three air races fly planes while the last three air races fly helicopters. The Maverick race is located in northern Tierra Robada and Bone County. The News Chopper race takes place in San Fierro, specifically the northeast and north. The Hunter military race takes place in Los Santos.

CJ must now complete two events at the Blackfield Stadium, where Kickstart happens on most days while Dirt Track race happens on Mondays and Wednesdays. Most likely, he starts the event with Kickstart where he is given a Sanchez and bikes around stadium obstacles.

The side-quest tasks the player to score as many points as possible using a Sanchez dirt bike by reaching colored checkpoints (also known as "Coronas"), which is an imaginary point as three levels, with green ones highlighted to be easy and red ones highlighted to be the hardest. A yellow checkpoint exists. The more difficult the checkpoint is, the more points to be scored.

Like Dirtring, the Coronas tend to be located in hard-to-reach places, primarily elevated locations connected via thin ledges, rocky or bumpy obstacles, ramps, and a loop-the-loop. Unlike Dirtring, however, the Coronas appear in different colors, each with varying numbers of points and degrees of difficulty to reach them. They include:

Green Coronas - Easiest Coronas to acquire; each green Corona is worth 1 point.

Yellow Coronas - Middle Corona to acquire; each yellow Corona is worth 2 points.

Red Coronas - Hardest Corona to acquire; each red Corona is worth 3 points.

Carl must score a minimum of 26 points in order to pass the side-mission for the first time. Once he successfully completes the side-mission, he can retry the mission later on. Plans to retry the side mission is reserved for later with the maximum points in the round being 61.

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The other event at Blackfield Stadium is Dirt Track. It is similar to the Kickstart but more resembles racing than just stunts and is much more similar to the 8-track event in Los Santos.

The event is, to put it simply, a six lap motorcross race on a Sanchez against 11 other contestants around a windy figure eight-like track. The challenge of the event lies simply in efficiently negotiating the track's many sharp corners, as well as avoiding being dismounted following a violent landing from a dirt mount jump; the better CJ's biking skill, the easier the race will be for him. Other competitors, on the other hand, may be skillful taking corners, but frequently fall off their bikes following the second jump in the track, giving CJ opportunities to lead the pack. This is challenging without Bike School, so the school may be taken first.

Before winning Dirt Track, CJ enrolls himself into Bike School near the stadium and learns biking skills similar to two other schools. The school makes CJ skilled at motorcycles.

After passing Bike School with at least a bronze medal, CJ is ready to finish Dirt Track and wins because the other racers fall off their bike while a skilled CJ races well ahead. Once a victory is taken, CJ plans on completing the rest of his own set of tasks for completion. The first task to do is trying to have a relationship with Millie Perkins, a girlfriend supposedly met during a main set of missions in Las Venturas. Other tasks include horseshoes, learning new moves, oysters, etc.

Once the plan is done, CJ begins the last few work days in Las Venturas. This includes a purchase of all possible properties in Las Venturas, including four hotel-casino suites. A difficult task to do is learning a new move, in which the opponent is capable of wasting new fighters.

During the morning, CJ begins to explore Las Venturas in order to collect horseshoes, the hidden object in the city, and oysters, which are found in water throughout San Andreas, with the

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first few oysters most likely being found in Las Venturas. During the afternoon, Millie is ready for the daily dates, with the first date taking place at a steakhouse near her house. Two other days include dating in the two restaurants at Old Venturas Strip. One dancing date involves going to the dance club located east of The Camel's Toe. This continues with driving around and finding special dates until a 35% relationship has been reached, where the key card can be obtained.

All main Las Venturas, as well as other sections of minor tasks, have been completed. The only tasks to do are incomplete ones due to initial locations respecting the order before the progress moves to locations throughout San Andreas. For example, the trucking missions and the chance of quarry may need to be completed when they take place outside their initial location. For example, CJ stops the side missions when they begin to take place throughout the state.

CJ resumes the trucking missions at mission six, where the illegal goods are delivered to the countryside. The seventh mission should be the most difficult as the delivery of goods to the desert is based on both time and damage. With limited time, the truck takes a slight damage and delivers just before the time runs out. The eighth mission delivers illegal goods to Las Venturas.

After the trucking mission is complete, CJ continues into San Fierro and travels around the state to gain vehicles outside of San Fierro. He drives the farthest vehicles into San Fierro to complete lists two and three, which completes the exports and imports. He then continues to do the pimping side mission to be done and then begins to collect 50 oysters. Before the 50th oyster is collected, CJ does the last vehicle mission of using the train around San Andreas. Finally, he is rewarded with a free train ride and then collects the last oyster in order to reach the completion.

Chapter 16

Finally, Carl Johnson reaches completion, so he receives the message that says, “100% achieved! Stats and cash have been boosted! Rhino and Hydra delivered to CJ's house in Grove Street.” These are the rewards for 100% completion. For example CJ has one million dollars as a reward, infinite ammo but involves reloading, double vehicle strength for CJ's vehicles, a Hydra jet on the roof of Sweet's house, and a Rhino tank delivered under the bridge of Ganton.

Everything that needs to be done for completion is really not everything possible. There are still some tasks to do that are not required for completion. A burglar side mission is optional but rewards CJ unlimited sprint without being tired. This normally happens with the Paramedic side mission but does not work this time. A game of pool and basketball is possible. There are a set of minigames that are optional such as the lowrider challenge and dancing. Arcade games and video games are possible activities Carl can do. All of these are either completed in Los Santos or throughout the state of San Andreas. Beefy Baron minigame takes place in Zero's RC shop for San Fierro. Las Venturas are known for more optional tasks, gambling, for Carl to do. One set of collectibles, unique stunt jumps, are optional this time, and there are 70 ramps to jump from. The more optional tasks include at least six relationships, getting 100% of all skills and stats, having nearly \$1 billion, and trying to have a rating of being a king of San Andreas. The big plan after getting the rewards for completion is using them to take over every territory in San Andreas.

Carl spends some time exploring San Andreas and doing the optional tasks in the process as he does the burglar side missions. The side missions involve spending the night stealing some

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random items from a stranger's house multiple times throughout the state. Once \$10000 has been earned through the side mission, Carl gains sprint without being tired. He also wins all the Beat the Cock challenges when running all the way through the events. Throughout the weekends, he also spends fun times doing fun activities. Sometimes during the weekend, he travels and replays several stadium events in order to score at or near perfect. He even revisits all schools throughout the state and scores at least a silver to gold medal. During the process, he completes more unique stunt jumps but may not complete all of them. With enough money, Carl buys nearly all clothing possible to him and attempts to increase the stats even more. Now he has enough money to spend so much time on gambling to increase the skill and eventually return to less than \$10 million.

After doing the non-required tasks, fun tasks, and non-goal tasks, Carl returns back to the Johnson House and feels ready to learn new moves just to find some power coming up later.

After one last rest, Carl wakes up the next morning and plans on starting and ending at home for another chaos to come. The plan for now is to take over all gang territories in Los Santos before moving onto other areas within the city, which mostly includes police-patrolled territories where gang control is very difficult as well as other areas in San Andreas. That means an attempt to not just take over the gang territories but also try to overcome the strength of the security force.

When ready, Carl all begins right in his bedroom and changes clothes across the hallway from there. He changes to the green outfit and begins a normal day to gradually take over. That means at first, things are normal. Grove Street Families are now becoming more offensive.

However, the defensive part of Grove Street Families are important to keep other gangs from winning the territory. Additionally, Carl manages to take over at least one gang territory of

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the Ballas without full power, but the next few battles are to include some to full power. Between gang battles, Carl often goes home and practices some random moves, which turns the moves to gain power. These powers include shooting with unlimited ammo without reloading, a feeling of god, and the ability to breathe in water. A feeling of god is determined with no problem getting shot by the enemies and somehow spawning powerful vehicles either for use or as a weapon.

Once over 50% of all gang territories belong to Grove Street Families, and 10% belong to the Ballas, about half of the Los Santos population begins to consider losing trust to the LSPD and listen to one of the gangs, especially the Grove Street Families. Through sunset, the clash of gangs vs cops' trust begins a larger version of the riot, as Carl indirectly causes cloud gatherings.

Cloud gatherings spend the time from sunset to midnight before they evolve into a weird and possibly stationary thunderstorm where the presence of rioters change from normal people to just gangs. Around midnight, Carl leads some other fellow gang members and quickly takes over all gang territories before moving to the LSPD headquarters in Pershing Square as they work as a big storm towards the LSPD. Riot continues with the gang fighting the LSPD, the SWAT, FBI, and the army as the war clashes, and some structures are damaged by either war or lightning.

Then, the storm continues into Flint County and Whetstone, where Carl seems to act like the eye while going into San Fierro. In San Fierro, Carl rides on top of the streetcar and shoots all enemy gangs and cops around. He then continues into the desert and Las Venturas one more time to fight. He enters Red County and returns to Los Santos. Finally, Carl spawns a Hydra and flies up high enough to make an abandoned sky city island to fall, crash, and cause an earthquake as everyone feels horror in isolation, with Carl barely escaping the disaster in his home bedroom. Everything ends with a messed up San Andreas with expected 4 to 21-year reconstruction.

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“Grand Theft Auto San Andreas” *Fandom*

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It's the early '90s. After a couple of cops frame him for homicide, Carl 'CJ' Johnson is forced on a journey that takes him across the entire state of San Andreas, to save his family and to take control of the streets. Read from the return arrival to growing to almost a boss in San Andreas to the point where the state is being entirely changed, even the shape.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



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